A NEWSFIELD PUBLICATION
£2.20
WITH CASSETTE
No.74 JUNE 1991
$4.50 DM9.90

FACT: THE ORIGINAL AND BEST COMMODORE 64 ACTION MAG!

ZZAP! 64



22 C64 GAMES ZZAP-TESTED!

MORE C64 NEWS, REVIEWS AND PREVIEWS THAN ANY OTHER MAG!

NORTH & SOUTH
Civil War cartoon capers!

ON YOUR MEGATAPE THIS MONTH — THREE COMPLETE GAMES!

A 95% SIZZLER!
IRIDIS ALPHA
Hewson
SPELLCAST
Genesis
STEEL
Hewson

No superduper boxed cassette? Ask your newsagent for your designer-cased Megatape now!

GAUNTLET III
US Gold's magical Sizzler!
I-PLAY 3D SOCCER
Amazing Italian footie sim!
SPIKE IN TRANSYLVANIA
CodeMasters' latest hit!
ATOMINO
Psygnosis' perplexing puzzler!

WIN 2 DISK DRIVES FROM MINDSCAPE!

06
9 770954 867028

DATEL ELECTRONICS



SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.
- Works with most applications.

ONLY £29.99

NEW VALUE PACK



COMMODORE 1541 MkII DISK DRIVE FOR 64/128

The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

JUST LOOK AT THESE FEATURES...

- Slimline design - an extremely compact unit.
- ExternalPower Pack so no overheating problems (unlike some other types).
- Direct drive motor for super quiet operation and extra long life.
- Plus fabulous collection of Disk Software - see below for details!!
- Comes complete with manuals, connecting leads, etc., etc.

TOTAL PACKAGE INCLUDING TRIVIAL PURSUIT, SNARE, CONFUZION, SPLIT PERSONALITIES, SECRET AGENT, NIGHTBREED, SHADOW WARRIORS, MIDNIGHT RESTISTANCE DISK SOFTWARE

ONLY £149.99

ADD £5 IF NEXT DAY COURIER IS REQUIRED



DIGITAL SOUND SAMPLER

NOW WITH *FREE* COM-DRUM DIGITAL DRUM SYSTEM



- This ***NEW*** Sampler allows you to record any sound digitally into memory & then replay it with some astounding sound effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module for outstanding effects.
- Full 8bit D to A & ADC conversion.
- MIDI compatible with suitable interface (Datel Unit £39.99, see ad.).
- Live effects menu includes realtime display of waveforms.
- Line in/mic in/line out/feedback controls.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).
- Now you can turn your Digital Sound Sampler into a Digital Drum System with your ***FREE*** Com-Drum.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real and step time.
- Full editing. Menu driven. Load/Save facilities.
- Output to Hi-Fi or through TV speaker.

STILL ONLY £49.99

COMPLETE WITH FREE COM-DRUM DIGITAL DRUM SYSTEM



DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Comes complete - no more to buy!
- Send now for quick delivery.

ONLY £24.99

UNBEATABLE MIDI PACKAGE!!



- KEYBOARD MODULE... allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM ONLY £39.99

AVAILABLE ON DISK ONLY



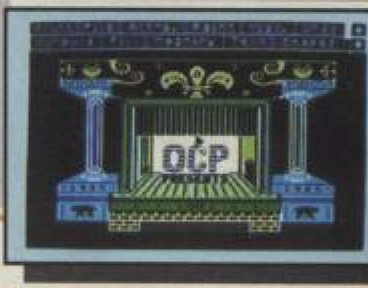
FREE MIDI CABLES

- **The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!**
- EDITOR MODULE... just like a word processor for music.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument can be connected to your 64.
- HUGE RANGE OF FEATURES... too numerous to list. Advanced Music System has literally hundreds of commands and features - we have only outlined some of the main headings - this is a truly professional package.

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!











COMMODORE 1351 MOUSE

COMES COMPLETE WITH **OCP ADVANCED ART STUDIO**

- **1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

ONLY
£34.99
TOTAL PACKAGE INCLUDES 1351 MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO
PLEASE STATE IF YOU REQUIRE TAPE OR DISK



ALSO GEOS COMPATIBLE

- The 1351 Mouse has two selectable modes - Mouse or Joystick mode for maximum compatibility.
- Even works with the "Best Selling" GEOS utilities.
- Superb quality.

FREE!
MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE

LC 200 COLOUR PRINTER PACKAGE



NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy - just plug in and print!!

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00
SPRINT 128 PRINTER INTERFACE RRP £29.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £394.98
COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

THE BEST IN QUALITY GAMES



AT POCKET-MONEY PRICES!

ALL AVAILABLE FOR: **SPECTRUM · COMMODORE · AMSTRAD**

HIT NAMES · HIT GAMES · HIT SQUAD

THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

INSIDE ZZAP! No. 74

• only zzap! sails the seven seas of the C64 world!

REBEL REGULARS



FORT FEATURES

CONFEDERATE COMP

REVIEWS

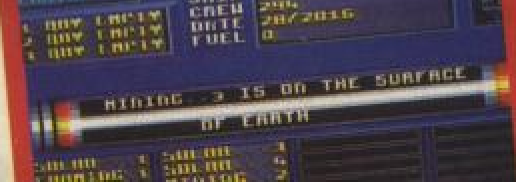


GARRISON GAMES









STUFF

NEWS AND PREVIEWS AND LOTS MOR

THE YEAR AHEAD!

The European Computer Trade Show may be closed to the public, completely lack PR gimmicks such as wandering Turtles and RoboCops, but it does have lots of software houses discussing all their latest licences. Companies are so efficient nowadays, most of the coin-ops being converted have yet to be released in the UK! STUART WYNNE reports on the shape of things to come.

US Gold had one of the few big stands complete with plenty of free-play coin-ops. However, their most interesting announcement had nothing to do with the arcades. *Indy IV: The Fate Of Atlantis* is being developed from an original Spielberg script for yet another film in the hugely successful series. Due to Harrison Ford's reluctance to star in any more Indy films it's unlikely ever to be made, but it's already been turned into a comic book and US Gold are developing an action game in conjunction with Lucasfilm. The programming team is likely to be Attention To Detail, who made such a good job of converting *Night Shift*.

There's also a whole raft of coin-op conversions. Sega's *Alien Storm* and CAPCOM's *Mercs* are closest. *Alien Storm* is an imaginative, multiplayer sci-fi shoot-'em-up with various views of the action, including an *Op Wolf*-type sub-game. *Mercs* is a present day *Commando*-style shoot-'em-up for one or two players, with an overhead perspective and some Tudor villages in Africa (?!). *Bonanza Bros* and *Mega Twins* are another pair of coin-ops set for the US Gold treatment.

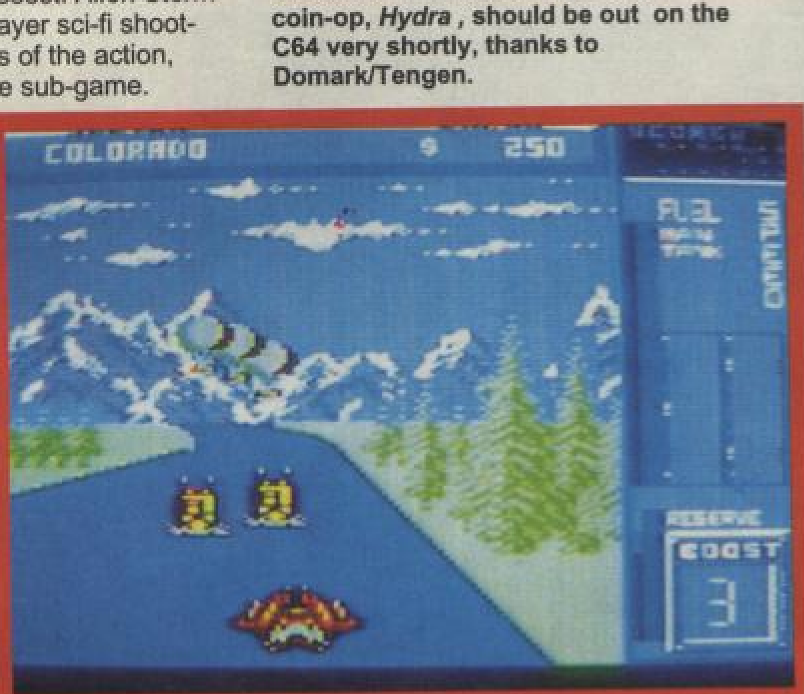
Domark had plenty of coin-op licences too, possibly the most interesting being Taito's newly released *Super Space Invaders*. Apparently at one stage in the game you have to defend grazing cows from mutilation from flying saucers! — the wacky US equivalent of corn circles. The game should be out in October and we'll bring you preview shots as soon as possible. Rather more predictably Atari's *Pitfighter* beat-'em-up has been picked up, planned for a similar release date. 'Atari's fastest ever selling coin-op' boasted digitized graphics and is going to require an imaginative approach to achieve a similar impact on home computers.

No less challenging for conversion programmers is Atari's official sequel to *Hard Drivin'*, namely *Race Drivin'*, which features three incredible new tracks with challenges such as a corkscrew loop! Domark's C64 *Hard Drivin'* was just voted worst game of 1990, so thankfully it seems as if they're trying a completely new approach with ex-Ocean programmer Zak Townsend, who made quite a nice job of converting *Stunrunner*.

Possibly Domark's most exciting project, however, is the Best Original Coin-Op at the ATEI, Atari's 17th Century epic *Ramparts*. The graphics are fairly basic, but the gameplay is surprisingly addictive. Taking a leaf out of Taito's book the game seems inspired by yet another ancient coin-op — *Missile Command*. In it you have to take out ships attacking your castle with strategically placed cannons. Between attacks you must build up the castle walls. A three-player coin-op, the C64 version will be two-player and is not expected until January 1992 (groan!).



● Not a new announcement, but an imminent release, Domark's *RBI* conversion will be reviewed in the next issue. A really playable baseball coin-op, the name apparently means Runners Batted In!



● Atari's '*Roadblasters* on water' coin-op, *Hydra*, should be out on the C64 very shortly, thanks to Domark/Tengen.

JET KWON DO?

Elite Systems continue with a somewhat leisurely approach to coin-op conversions, with many of their latest announcements not due until the Spring of '92. Data East's *Edward Randy* is a beat-'em-up with the eponymous hero armed with a whip and fighting in such dangerous locations as on the wings of a fleet of biplanes! That's for '92, as is Namco's *Suzaka GP*, the sequel to *Winning Run* puts you in the cockpit of a race car at Japan's world championship circuit at Suzaka. There's practice runs, plus automatic and manual cars.

Expected slightly sooner is Data East's cutesy *Caveman Ninja* which should be arriving later on in the year, with the C64 conversion planned for Xmas. And in November there should be Tecmo's *World Cup '90*. To avoid confusion with Elite's imminent *World Championship Soccer* conversion, the game will be called *European Championship 1992*. Somewhat closer is *Last Battle*, a Sega beat-'em-up which sees Aarzark using his 'Jet Kwon Do' martial arts against various villains. The C64 conversion is being written by John Williams, who programmed the stunning *Shadow Dancer* for Images Design and US Gold.

Storm have Technos' *Double Dragon III* well under way, along with *Solar Jetman: Hunt For The Golden Warpship* — a *Thrust*-type game written by Ultimate: Play The Game/Rare for the Nintendo. A huge hit on console it's being converted by Software Creations for a September

RE TOO!

release. Another Rare/Nintendo conversion is *Battletoads*, a brilliant beat-'em-up which is another huge hit and could rival *Turtles*! Back on the coin-op trail there's a personal favourite of Robin's — Jaleco's **Big Run**, an *Out Run*-type version of the Paris–Dakar rally. Leland's *Asylum* is a top-view, multi-player fantasy adventure and there's also a conversion due of *Brute Force*.



● **Imageworks' *Devis Designs* is an imaginative puzzler inspired by Cubism - the sharp-angled Modern Art movement led by Picasso!**

FROM MANCHESTER TO FRANKFURT

Mancunian giants **Ocean** seem to be avid fans of Sky TV with *The Simpsons* imminent (based on the hugely successfully Nintendo game) and a game hyped with Sky wrestling footage called *World Wrestling Federation*. Hopefully that'll satisfy all those wrestling fans who periodically write into the Rrap!

A more predictable Ocean licence is the hugely expensive *Hudson Hawk*, a comedy-thriller starring Bruce Willis as a cat burglar. Then there's *RoboCop III* — after the flop of *II* the producers want to return to the bitter humour of the original, albeit without the gore. Director Dekker is going back to the original script for *II* by acclaimed comic writer Frank Miller. Apparently Robo turns in his badge to lead the workers against greedy corporate bosses! Filming is virtually finished now, but don't expect to see the movie before '92!

Expected somewhat sooner (Xmas '91) is *Terminator 2: The Judgement Day*. This time around Schwarzenegger plays the goodie protecting Linda Hamilton and her street-wise son from Key 1000, a `David Bowie-like' android possessing fantastic powers. Special effects are by ILM and direction by James Cameron, who made the original and *The Abyss* (still no computer version?). Likely to be rather less gory, but probably an even bigger box office hit is the fascinating *Hook*, Steven Spielburg's update of the 'Peter Pan' story starring Robin Williams, Dustin Hoffman and Julia Roberts!



On the coin-op front there's the *Snow Bros* from the obscure Toaplan. It's a fifty-level platforms-and-ladders type game in the mould of *Rainbow Islands*. The central character looks suspiciously like Edd the Duck! Ocean's conversion will be cart-only. The superlative blast-'em-up *Smash TV* will be for cassette and disk, however.

French software house **Titus** plan to release *Crazy Cars III* for September, while yet more cars should be trashed in the game of the cult movie *The Blues Brothers* (November). Also on the movie licence trail was **Mirrorsoft** who announced they'll be converting *Aliens III*. On the coin-op side they have *Cisco Heat*, a Jaleco race game. There's also two original titles; *Devious Designs* a puzzle game where JJ Maverick must unscramble various famous structures cubed by Dr Devious, and *Legend* from the team behind the Sizzling *Bloodwych* RPG.

Audiogenic have a whole new label to boast about — Sports Action. Company director Peter Calver said, 'We looked at the Cinemaware range and decided that we could do better.' The first release will be a rugby game to tie in with the World Cup in September. There should be 4-5 releases per year, with no sporting superstar licences, except maybe on an 'advisory board' for game design (!?).

Virgin had a fairly quiet show, announcing only four new forthcoming C64 titles, one of which being the long-delayed *Spot*, an innovative puzzle game now due in June. All the other titles are licensed from the German publisher Starbyte. *Sarokan* is a variation on the ancient Chinese puzzle Mah Jong and is for imminent release. *Rolling Ronny* features the eponymous errand boy roller skating through nine levels of arcade action for a September release. Finally there's *Warriors Of Darkness*, a `stunningly illustrated fantasy arcade game'. Starbyte also have *The Return Of Medusa* planned, an adventure game which rather originally features PVC-clad women and bikers! It's almost certainly a follow-up to the *Rings of Medusa* (71%, Amiga, Issue 61), but no word on who's importing that as yet.

Mindscape had no news about any follow-up to *Space Rogue*, but instead concentrated on the latest cartoon cult in America. *Captain Planet And The Planeteers* is claimed to be the world's first `green' cartoon series, with Captain Planet battling eco-villains such as Hoggish Greedly, Verminous Skumm and the mad scientist Dr Blight. The series should be on TV-am by now, while the computer game version is planned for a winter release. Mindscape are also working on *Paperboy II* — destined for the Xmas No.1 according to Mindscape's new PR manager Pam Griffiths! The hype starts here.

● **Mindscape's *Captain Planet And The Planeteers* are coming to save the world from litterbugs later in the year.**



RAD REDESIGN!

ZZAP! may have gone up a few pennies in price, but I hope we've made it all rather worthwhile with the entire mag now completely devoted to the C64, a brand-new review look with lots more space for each game, a free tips booklet, a big budget section and more C64 news, previews and reviews than any other mag around. We've also got a neat little box for our Megatapes, to make a nice collectable series. All in all the world's best C64 mag has just got a lot better and brighter!

MORE FREEBIES!

It's unbelievable but true, next month there'll be an even better Tips booklet adorning the cover of ZZAP! packed with yet more crucial games info. And yes! The month after that there'll be another one! This series of three tips booklets is in answer to all those readers who wrote into the Rrap asking for one. It's taken a bit of time to do, but we've certainly done it in style. Order your next copy of ZZAP! 64 now!

ZZAP! MEGATAPE 8 instructions!

IRIDIS ALPHA
(Jeff Minter)

THE STORY BEHIND THE GAME

The story of *Iridis Alpha* begins with what was found on the planets of Zzyax-Prime after the activation of the legendary Iridis Base. Documents relating to the long-departed Iridians were found which revealed the location of their homeworld, Iridis Alpha. Apparently, the Iridians evolved into transcendental forms devoid of the need for physical bodies or even planets. But before departing for galaxies unknown, in search of peace and enlightenment, the nostalgic Iridians transformed their home planet into a museum and left it in stasis. They also fitted a rather superduper anti-burglary system.

Upon finding out these interesting facts, the Humans at Iridis Base decided they wanted to could use some of this amazingly advanced defence technology. They reasoned that sure, being ultimately evolved and really peaceful was all well and good, but in their Universe there were Zzyaxians waiting to be biffed, and that Iridian technology would make a fine big stick to do the biffing with. They leaped into their sleek FTL cruisers and, thumbing their noses at Einstein, appeared in orbit around Alpha a mere two warp-seconds later.

Unfortunately the Iridians had rigged a multiple phase reality field around the whole planet, allowing it to exist in two realities simultaneously.

Furthermore, there were five distinct reality modes possible, each in two orientations, and each defended by startling weaponry.

The Humans were unfazed, though. What they did was take a single mind at birth and transfer it to a compact droid. The mind within the droid was subjected to dual-reality stimuli from the movement of its incept, so naturally it evolved its own reality-model to cope. Thus, the Human forces had an intelligent being that could handle Iridis Alpha without freaking out. And while the psychocyberneticists were working on the brainy bit, the weapons technicians worked on the heavy-metal thunder kerpow bit. They developed a neat rapid-firing laser/destabiliser, a reality-locus generator, and even a reality-shifter allowing the user to jump at will between any of Iridis's five reality modes.

All this weaponry and fancy stuff was bolted onto the brain-module containing the carefully conditioned consciousness. The result was a small spherical droid with spindly legs and a pointy hat. It called itself Gilby.

His modest task was to go to Iridis Alpha, visit each of the five alternative realities thereon, and deactivate all the defences assigned to each reality. Gilby's laser/destabiliser could only work in one reality at a time, so by using the reality-locus shifter, Gilby could pop back and forth across both currently active realities blazing away merrily. However, Gilby could not remain in one reality for too long: all the while he's at the reality locus, the 'unused' Gilby, which mathematicians refer to as Gilby Prime undergoes spontaneous and rapid molecular destabilisation. Frequent shifting of the reality locus was the solution to this particular problem.

There was also the problem of energy; every time Gilby destroyed an enemy he gained energy. OK, but if he got too much, BLAMMO! no more Gilby... so it was arranged that Gilby be able to transfer excess energy to the Iridian Core. Should Gilby fill the core he then had to run the gauntlet of long and difficult obstacle course hotly pursued by a bunch of weirdo flying eyeballs.

So now you know the story... can you take control of Gilby and deactivate all the attack levels? Can you understand what I've been waffling on about? Can you fry them creepies?

Wield your joystick, ram down that FIRE button, accelerate to Mach 8, and FIND OUT...

GAME TACTICS

1. The first three levels are all single-planet. Practise flying Gilby about, landing on the Core, jumping around and taking off and, of course, shooting. It's important that you grasp the idea of Gilby LOSING energy each time he's hit and GAINING an equivalent amount of energy each time he kills an enemy. Be aware that you can have too much energy, as well as the more obvious situation of having too little. Keep an eye on Gilby's colour as you play. If the colour is dark — black, blue or red — then Gilby is low on energy. If the colour is bright, for example yellow or white, then Gilby is getting very full and you had better be looking to offload some.

2. You get rid of excess energy in either of two ways: by deliberate collisions with enemy ships, or better still by drooping it off in the Core. To land on the Core and transfer your energy, just fly to the Core, stop overhead, and release the FIRE button, whereupon Gilby will drop to the deck and the energy will be dumped. To leave the Core, you must walk Gilby off the Core surface and then leap into the air and fly. If you leap while you're on the Core, you just perform graceful lunar-type leaps.

You may still fire at the enemy when you're on the Core, but you get different types of shots to those of an airborne Gilby.

3. Use the first three levels to get used to all this. Press Q to quit if the going gets tough or confusing, and keep running those three simple levels until you've mastered the controls and are ready for the second planet.

4. After you finish Level Three the progress chart comes up with your completed waves on it, and highlighted icons representing your possible destinations amongst the planets of Iridis. This chart makes a regular appearance as you progress through the game; each time

SPELLCAST — LEVEL ONE
(Genesis Software Development)

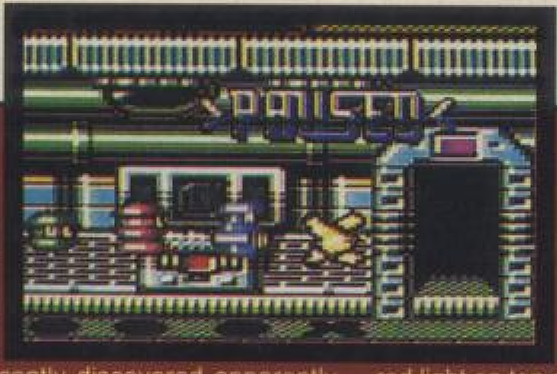
Exclusive to ZZAP! we have a complete level from an unfinished game by the team behind *CJ's Elephant Antics* and *Spike In Transylvania*.

Spellcast is a sword-and-sorcery arcade game where our hero must fight trolls, snakes and dragons, dodge landslides, jump onto floating logs and much more besides before finally taking on the hideous Medusa, a snake-haired woman with a scorpion-tail body.

At the start of the level our athletic hero can pick up a sword, spear and skulls which he can switch between at any time. The various monsters are all vulnerable to one particular weapon and it's up to you to find out which one. There's no time limit, but our hero has just three lives and limited energy (shown by the blue bottle). 'Restore energy' potions can be found in chests revealed by hacking down venomous plants. Be careful though, some chests contain ghosts!



The hero is controlled by the joystick in port 2. He can duck (joystick down), walk left/right (joystick left/right), jump upwards (joystick up), roll (joystick diagonally down left/right) and make somersault leaps (up and left/right). Pressing fire causes him to use the currently selected weapon. Using the sword you can make various moves: overhead slash (joystick up and fire), middle slash (joystick left/right and fire) and a crouching thrust (joystick down and fire). You can also throw the spear and the skull in a crouching position by holding the joystick down and pressing fire. To activate a weapon or swap between weapons, press the space bar. To pause, hold down the 'Return' key.



STEEL
(Hewson)

Deep space ship 'Steel' went missing several decades ago. Recently discovered apparently undamaged by a remote probe, it must be recovered.

Your task as a Sentient Type 7 Exploration and Recovery Droid is to board ship and deactivate the defence system for safe boarding by the follow-up crew.

THE OBJECT OF THE GAME

To collect 8 cartridges around the complex and to activate the cartridge slots by deactivating the 8 active terminals, allowing the cartridges to be inserted into the cartridge slots. The 8 cartridge slots are all located in one room somewhere in the complex.

THE SUB-GAME

To enter the sub-game, push the joystick up at an active terminal (indicated by a yellow light). Once in the terminal, the object is to shoot the data-bus on the right-hand side of the screen within a set time limit. This is made difficult by rotating drivers in front of the bus. The drivers must be shot away by continuous laser fire. Also, the pieces fired from the drivers must be avoided as they deplete the timer in the top left of the screen. If you fail to complete the sub-game, your droid loses some of his energy supply. Each time you complete the sub-game, a cartridge slot in the cartridge room is activated. Then you find the room and insert the cartridge you have collected. Up to three cartridges can be carried at one time (shown at the bottom left of the panel).

CARTRIDGES

Cartridges are purple and are found in housing magazines which have a red light on top of them.

FUEL

Refuelling can be done at refuelling points located randomly around the complex. These are identified by the oscillating graph on their screens. Pushing up on the joystick and pressing the fire button replenishes energy, pushing down and pressing fire depletes it. Energy costs you score. Warnings appear on screen when your energy gets too low or too high.

TERMINALS

These resemble computer terminals and have information scrolling on them. If the light is yellow it is active, if it's red then it's inactive.

DROIDS

The droids found throughout the complex have different characteristics and strengths. Some retreat, other continue to bump you, and some bounce off you and fire a laser at you. The different types of droid will become apparent during the game.

CREDITS

Steel designed and written by Imperial Software Designs.
Produced by Paul Chamberlain.

SIZZLER
A ZZAP! SIZZLER

Iridis Alpha won an incredible 95% upon its release with Julian Rignall raving; 'What we have here is the best shoot-'em-up on the 64. The speed at which everything takes place is astonishing... The graphics are astounding... The sound effects are completely stunning.' Gary Penn agreed; 'A must for all shoot-'em-up fanatics' while Richard Eddy said 'it's mindblowing... an excellent game.' Persist with the control system and it 'plays like a dream.' Another ZZAP! Megatape classic!

a new planet becomes available the chart pops up. You can also call it up anytime during play by pressing SPACE. Just press FIRE to leave the chart display and return to gameplay.

5. With the lower planet activated, your next priority is to learn how to transfer control from top to bottom and vice versa. Although both Gilbys are displayed, only one at a time is active. The non-active Gilby is rendered in neutral grey so don't try to control a grey Gilby!

6. To make a transfer, you have to do three things: firstly, shoot any alien that produces a spinning ring when shot. You see these rings when you shoot most things; they look a little like flashy polo mints. Shoot your alien to get the ring, then release the FIRE button, and fly through the ring. You'll then have transferred control to the opposing Gilby. (Learning to transfer is the most essential manoeuvre in Iridis gameplay. Take time to learn it well.)

7. During 95% of the time you're playing Iridis, you should hold down the FIRE button. Fire is automatic and rapid. You only release the button if you've too much energy and don't want to shoot anything for fear of blowing up, or if you are wanting to transfer or land on the Core. You see, you have to make a conscious effort to let go of the button to make a transfer or landing. When you get used to the idea that you can NEVER transfer or land while you've got that button pressed, you'll find that you rarely, if ever, make unwanted transfers or landings.

8. The unused Gilby of the pair will decay if unused, and eventually blow up. By transferring regularly, you 'recharge' both Gilbys thus avoiding an untimely demise. Keep an eye on the Entropy Gauge in the lower left of the screen. Both Gilbys are represented there; the unused Gilby in the gauge gets darkest as it decays. If you look there and one of the Gilby-icons is blue or black, better transfer quickly. To remind you if you forget, the last four seconds before death due to not transferring are indicated by a violently-strobing screen. If you get these heavy strobes, transfer promptly and you'll be safe.

9. The Warp Gate, as well as being another means of avoiding Gilby decay, is your means of transport between the planets of Iridis Alpha. Over on the right-hand edge of the control panel are five icons representing the planets. You'll notice little pointers over some of the icons. Each time you shoot something the pointer will switch between the icons representing the available warp designations. In the early stages, that'll be only a couple of icons; as you open up more of the game, more destinations become available. To go to a destination, fly to near the Warp Gate, shoot until the pointer is aligned on the icon representing your chosen planet, then fly into the Warp Gate.



SHOTAWAY
(Shaun Pearson)

This weird and wonderful program features a host of odd graphical effects, not least of which is a design which is intended for a TV on its side. Of course coin-ops frequently use this technique — if you want to use some superb horizontally scrolling hardware for a vertically scrolling game all you need to do is turn the monitor over. Coin-ops use specially designed monitors though, and turning over your TV certainly isn't advised as it could cause damage! For one, the colours go rather odd — something Shaun anticipated by adopting a monochromatic colour scheme. Nevertheless even without moving your TV, the graphics are some of the best we've seen from an amateur programmer, they blow away most budget graphics, and feature some very nice, odd effects. A tough, but highly playable shoot-'em-up, we hope you enjoy this as much as us. And congratulations to Shaun for such an imaginatively styled game. Oh, and as for instructions — just shoot everything! It's tough but addictive.

QuickShot®

by Bondwell

FOR YOUR *BEST* SHOT!



PYTHON 1 - QS 130F
BioGrip control and deluxe digital response plus high-speed auto-fire and dual triggers. Compatible with most video game systems.*

PYTHON 3 - QS 135
Precision performance for Sega GENESIS 16-bit video game systems.

APACHE - QS 131
Fast action and BioGrip for maximum control. Compatible with Atari and Commodore game systems.

MAVERICK - QS 128F
8-direction, arcade-type control stick with two player select switch. Compatible with most video game systems.*

STARFIGHTER - QS 127
Far and away the most versatile remote controller, effective at 20 feet, compatible with most video game systems.*

FLIGHTGRIP - QS 129F
High-speed auto-fire and 8-direction thumb-pads. Compatible with most video game systems.*

INSIST ON QUICKSHOT... THE GENUINE PIECE

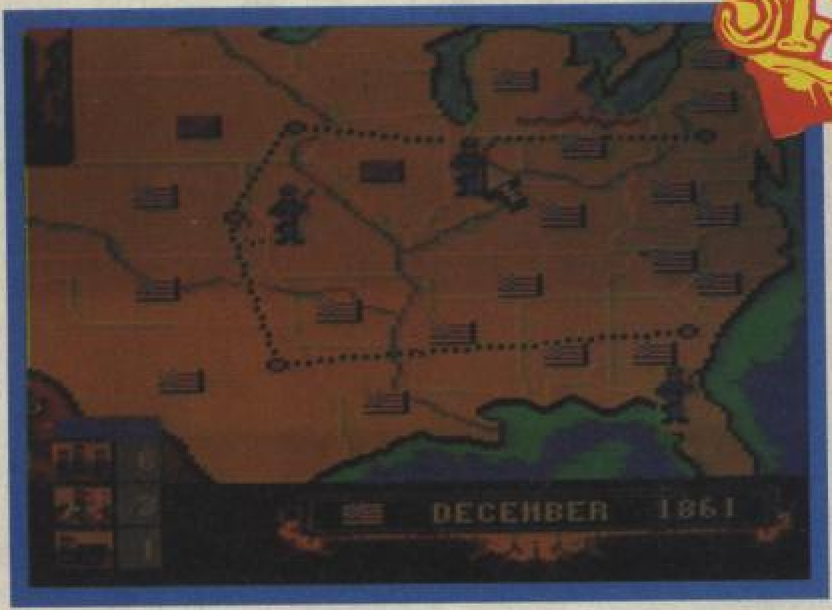
by Bondwell.

QuickShot®
25,000,000
JOYSTICKS SOLD WORLDWIDE

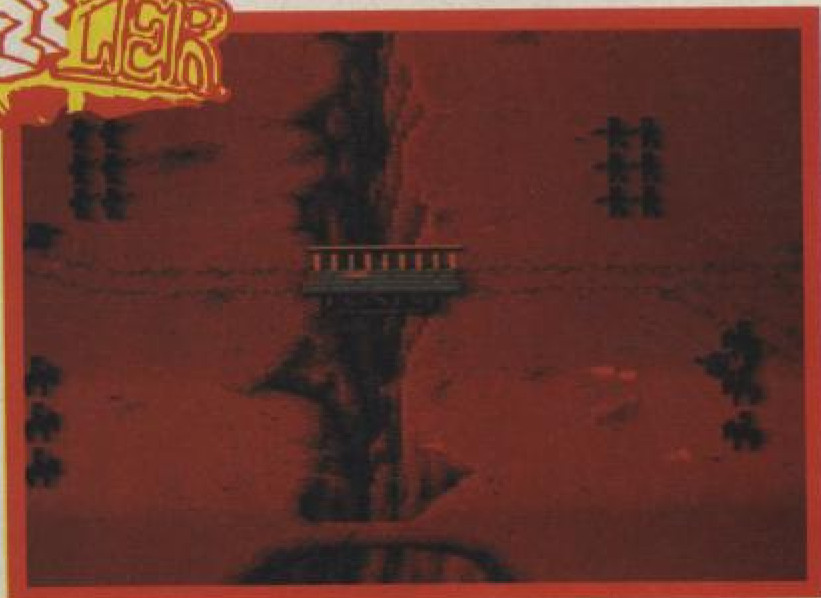
Available at most major department stores and computer dealers.

*Sega, Atari, Commodore, MSX and Amstrad

SIZZLER



● The Union is on the brink of a sweeping success! By clicking on a soldier you can see precisely what the strength of that unit is.



● For the defensive player the best tactic is to use cannon to blow out the bridge, this leaves just one crossing point for the attackers.

NORTH & SOUTH

Strategy games have finally come of age, with superlative presentation hooking even the most brain-dead arcade maniac, even Stuart Wynne...

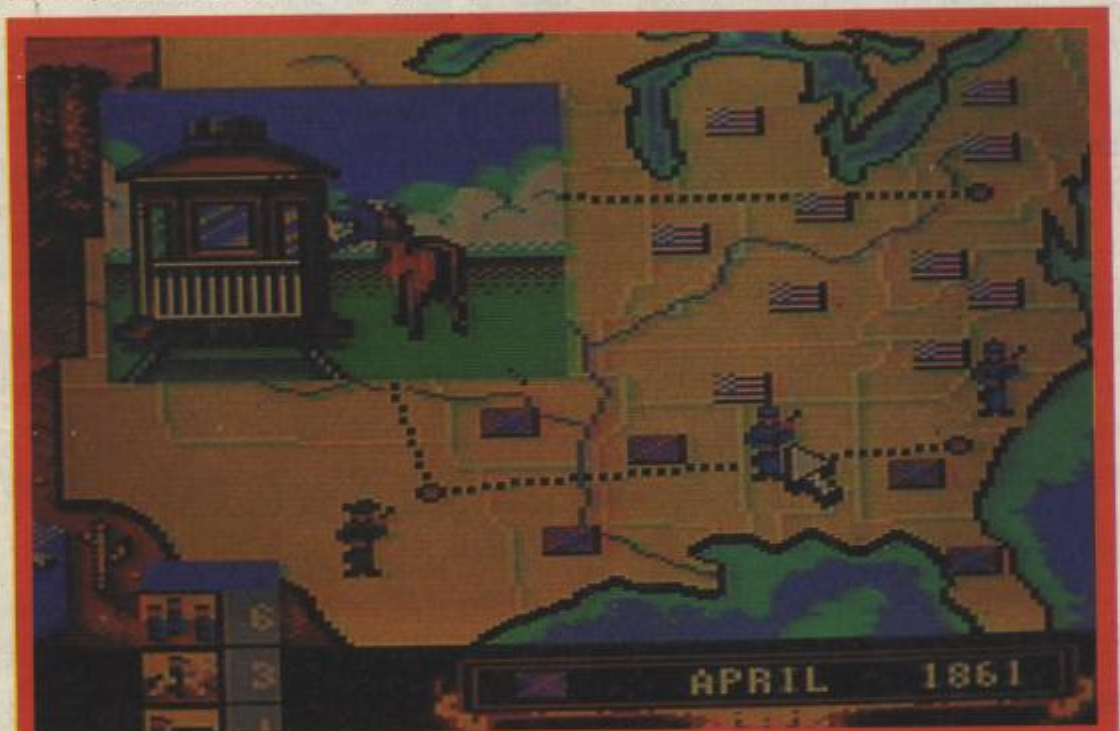
Infogrames, £11.99 cassette, £16.99 disk

Although *North And South* is one of the funniest games around, the real American Civil War was no laughing matter. In the end more Americans were killed in it than any other war, including WWII. Many people think the war was started over slavery, which was popular in the South where slaves worked on the plantations. In reality the North was becoming more industrial and needed different government policies than the South, which eventually declared itself independent. The North fought to maintain the United States, though, and its industrial might ensured victory.

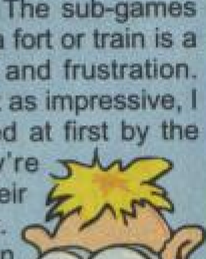
In the game you can choose from four different starting positions (the years 1861-1864). To win you simply need to wipe out all the enemy's army units. However, you can buy extra units with taxes gained from controlling states. However, to collect the money you need a railroad: you must control two or more stations for the train to run between, and the states in between. To turn states over to your control, simply move an army unit in. There's no opposition unless the enemy bothers to send his own army in.

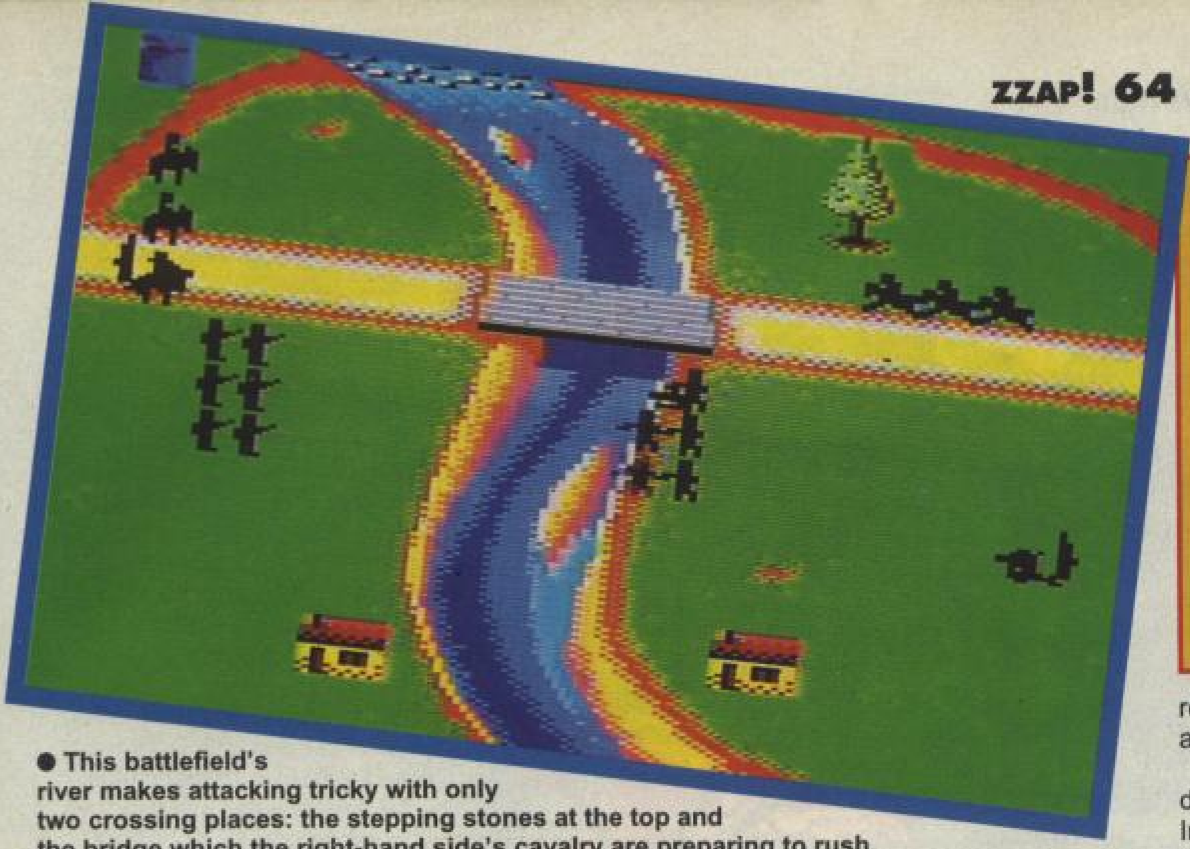
Capturing an enemy railroad station/fort is more difficult, though. In a multiloaded sub-game you have just a single man who must run through the horizontally scrolling fort to raise your flag. He must jump over explosives, dodge dogs, clamber up and down ladders, and leap holes in the wall. The defending player can also send in several of his own soldiers to throw knives

● The map screen is livened up by some superb animated sequences such as this one, shown just before the train sub-game (shown on the right) is loaded.



I loved the Amiga original and the C64 conversion is an amazingly good conversion. The little windows which open on the main map are amazing, these short animated sequences for the start of a battle or a fort attack are brilliantly done and complemented by some wonderful tunes. The sub-games are great too — taking a fort or train is a superb mix of humour and frustration. The actual battles aren't as impressive, I was a little disappointed at first by the basic sprites but they're well animated and in their own way fun to look at. *North And South* is an irresistible mix of arcade action and strategy.





● This battlefield's river makes attacking tricky with only two crossing places: the stepping stones at the top and the bridge which the right-hand side's cavalry are preparing to rush.

IMPORTANT!

Although we've only seen the excellent disk version, a tape version is imminent. There are two tapes: on Tape 1, Side 1, there's the intro with game options. Side 2 has the strategic map which has to be loaded after every sub-game. Tape 2, Side 1 has the battlefield sub-game, while the train and fort sub-games are on Side 2. Fast multiloading means it won't be too bad, although the hassle might become tedious. As soon as we get it we'll do an update. A cartridge version is under consideration.

and punch.

A similar sort of sub-game is loaded if you have an army unit in a state through which the enemy train is trying to run. Here you must leap aboard the speeding train, jump the gaps between carriages and take on enemy soldiers. Get to the train engine and you capture the gold. Both these sub-games have a strict time limit and are great fun, with colourful graphics, good animation and plenty of challenge.

With six gold bags you can buy another army unit. The standard unit consists of a cannon, three cavalrymen and six infantrymen. When you move a unit onto an enemy force, one of three battlefields is loaded — two of them divided by a river or ravine which makes attacking difficult with only two crossing places.

The battlegrounds are all very nicely drawn and although the sprites look poor, there's some nice animation and they work well. Once a battle begins you can flick between controlling the cannons, cavalry or infantry. The cannons move vertically and you hold down fire to set the distance for your cannonball bombardment. Ammo is limited, though, and once it runs out the cannons retreat. Cavalry and infantry are controlled as groups by the joystick.

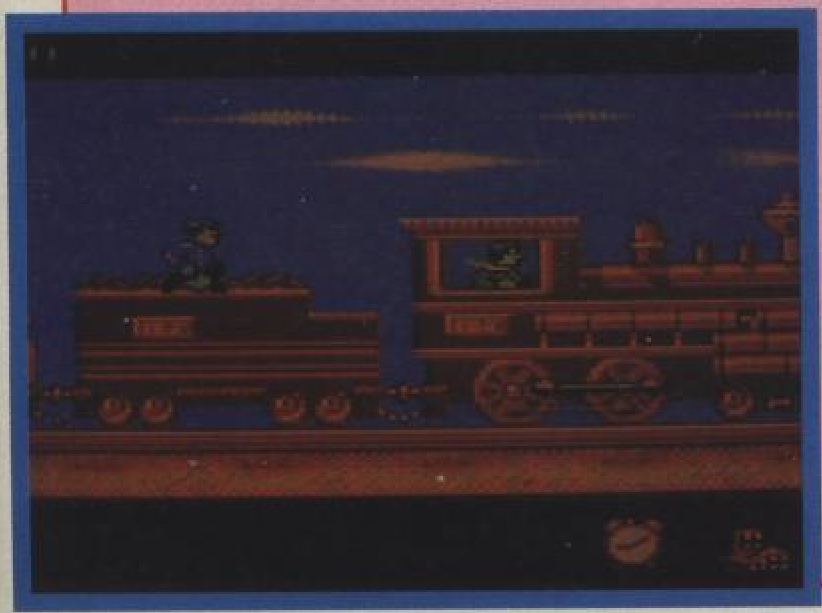
Cavalry are fast-moving and can slash down other soldiers with their swords. Infantry are more vulnerable, but can fire a withering barrage of rifle fire. Should things start going badly you can retreat to fight another day. Devastated units can be merged with other units to make one big force.

North And South also features three optional features. Indians and Mexicans are wild cards, randomly wiping out units in the western states. Then there's Port Virginia where a ship regularly drops a unit off for whoever controls the port. Finally there's the weather, a thundercloud which moves across the map, immobilizing whichever unit it's over. These features can all be turned off, as can the arcade sub-games (including battlefield confrontations). But whichever way you play it, *North and South* is a winner!





● Above a fort is captured while below a soldier is about to capture a train, 'liberating' its gold.



RULES OF ENGAGEMENT

North And South has only one serious flaw; during head-to-head battles when a river divides the two sides and no-one wants to attack. The primitive (and realistic) solution is for the players to taunt each other with insults until someone finally attacks, pulls the plug or bops you on the nose! Alternatively you can simply say whoever starts the battle either has to attack or withdraw. Weak units trying to hold their own are best advised to follow rivers on the map.

For attacking players trying to polish off an enemy who is always retreating, just corner the unit so that there's nowhere for the it to withdraw to. Of course in most circumstances the war is decided economically. Knocking out your enemy's money run and capturing Port Virginia virtually guarantees victory.

CREDITS

Programming: Daryl Bowes
Graphics: Lee Ames
Sound: Jeroen Tel
A Probe Production.

PRESENTATION 94%
Two-player mode, three skill levels, optional sub-games and special features (see text), superb animated sequences on map screen plus good intro/outro.

GRAPHICS 92%
Tiny sprites on battlefield, but everything else is first class.

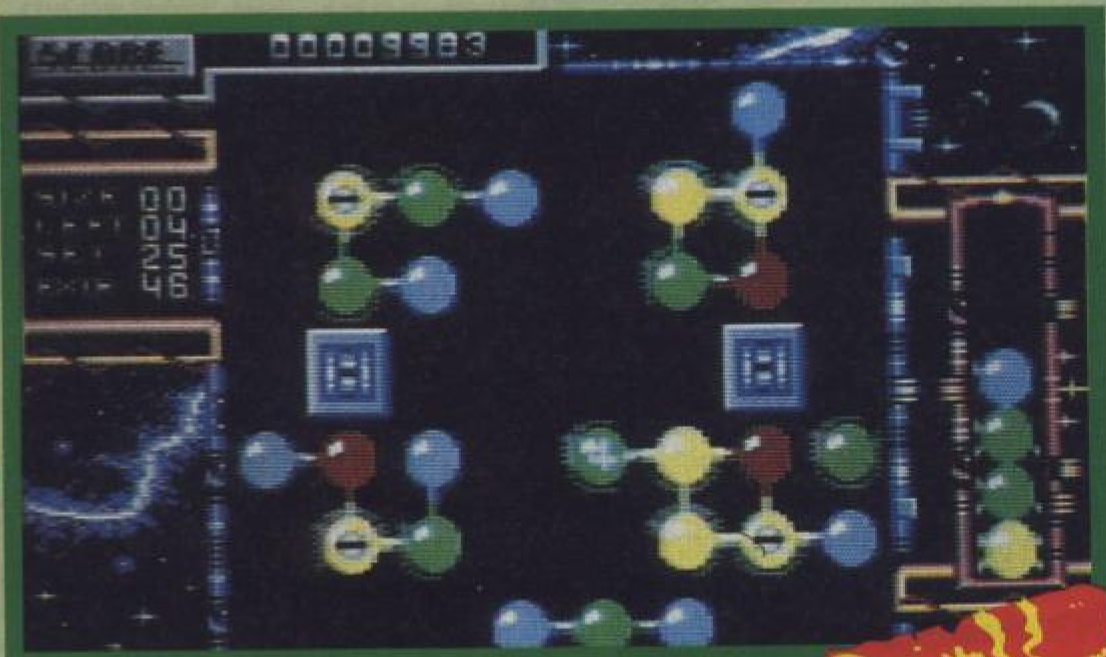
SOUND 94%
A great selection of appropriate tunelets.

HOOKABILITY 93%
You can't get much easier to get into than this.

LASTABILITY 89%
Three skill levels, four start positions, lots of options and and two-player mode ensure good long-term appeal.

OVERALL 91%

Another conversion miracle from Probe.



● On the higher levels solid blocks appear to restrict the room available and some preset atoms are screwed into place so they can't be moved by swapping them around.

SIZZLER

ATOMINO

Psygnosis, £9.99 cassette, £14.99 disk

Atoms, that's the basis of *Atomino*. Your task is to join particular types of atoms to form molecules which will then be removed from the game, gaining you points and the chance to play a more advanced level.

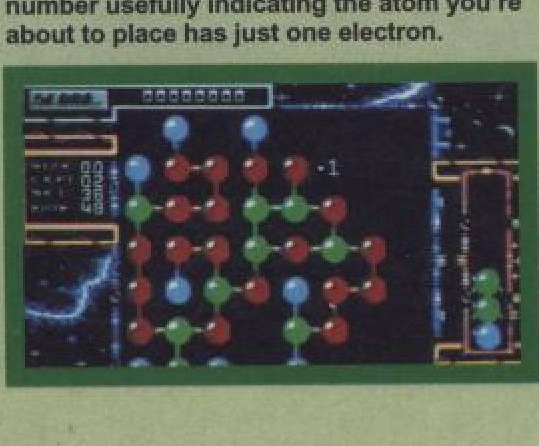
● **One of the special levels where you have to completely fill the black space with a single molecule.**



Let me explain: each atom has one to four electrons rotating around it. These are simply connectors which can be plugged into another atom's electrons at top, bottom, left or right. The aim of the game is to arrange the atoms you're given so there are no free electrons left. When this happens all the connected atoms — a complete molecule are removed from the board.

For example, connecting a blue atom (with one orbiting electron) to a yellow (four electrons) removes the blue's electron and one of the yellow's. However, the yellow still has three free electrons left. So you could attach three more blue atoms to it to complete the molecule — if you're lucky enough to get three blue atoms in a row, of course normally it's more complex.

● **Go for it. A nice big molecule to start things off with. The '1' is the cursor, the number usefully indicating the atom you're about to place has just one electron.**



But what happens if you place an atom with just one free electron in a junction with several atoms all having free electrons? Well, although the atom has is biased toward a certain shape — ie an 'L' junction — you can change it by pressing 'space'. This just gives you a little more flexibility on complex molecules.

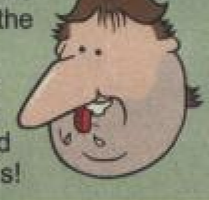
Once you get playing *Atomino* works really well. As molecules stack up in a column on the right you simply move the cursor over the screen and press fire to drop the lowest one. As the game progresses level by level the rate of falling atoms increases. Once the tube is filled it's game over (and similarly with the board). But if the tube is fairly empty you can click on one of the board atoms to swap it with the atom at the base of the tube, this allows you to shuffle atoms around fairly freely.

The status panel to the left of the 56-atom board indicates how many molecules you must construct to finish the level, what the minimum size of those molecules must be (ie how many atoms they must include) plus the minimum size molecule needed for you to enter the bonus level. The bonus sub-game gives you a screenful of atoms and all the time in the world to clear them all from the screen by swapping them around to make one huge molecule. The only danger is that by accident you might complete a very small molecule. The game then continues with the screen still packed with atoms and lots of new atoms falling down the collection tube!

As play progresses the play screen changes to increase the difficulty of play. For example, you will face atoms that have been screwed to the board (they even have a whopping great screw stuck through them!). This means that you are unable to manoeuvre your atoms around the board, making life more difficult. Another problem is the set of obstructive blocks positioned to make molecule clearance very difficult as small cul-de-sacs appear. However every ten levels a password is given so you can restart from there whenever you want.

Finally there are the special screens that ask you to fill an on-screen pattern with molecules. Only when every space is full of atoms will the whole molecule disappear. If you make most of the molecule disappear, leaving one or two atoms on the board, you will have to start again!! Aaarrgghhh!!

It may sound frustrating, and it sometimes is, but *Atomino* is one of those games you simply can't leave alone. Like all the best puzzle games the control system and basic concept are simple — the only difficulty is in winning! In short *Atomino* is brill and blows *Tetris* into tiny atoms!



CREDITS

Program Tobias Herre
Graphics Uwe Beneke Music Volker Strübing.

PRESENTATION 80%
Helpful demo and help function, colourful intro screen and password system.

GRAPHICS 84%
Excellent graphics for a puzzle game, nicely colour coded with spot effects.

SOUND 73%
Effective use of effects, intro tune OK.

HOOKABILITY 95%
Absolutely merciless, it'll have it's teeth into you in no time.

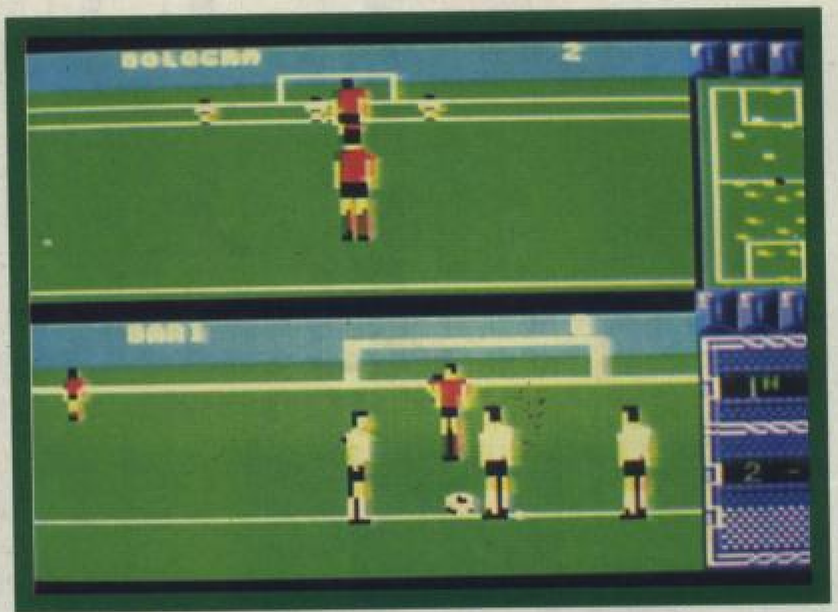
LASTABILITY 91%
60-70 structured levels, infinite random levels after that, but not a huge amount of variety.

OVERALL 93%
One of the best puzzle games ever.


IPLAY
SIMULMONDO®
ITALIAN INTERACTION FOR THE WORLD
3-D Soccer
C64 (C/D) - AMIGA
ATARI - PC IBM (5/3)
AMIGA SCREENS



● Bologna go three up against Bari! The three Bari defenders have been stranded too far forward to see the striker.



● Kick-off! It's competitive two-player mode where each screen shows a view pointing toward the opposing goal.

I PLAY: 3D SO

Simulmondo, £10.99 cassette, £15.99 disk

Already a big name in Italy, Simulmondo have just begun their UK invasion with a brand new distribution deal. After *Soccer* we can expect *Formula 1 3D* and *GP Tennis Manager* very soon with many other titles in development. Apparently in Italy the only games machines that matter are the Amiga and C64. Sensible people!

This ambitious 3-D perspective was first attempted by MicroProse's short-lived MicroStyle label with *International Soccer Challenge*. Much hyped, with a C64 version dismissed as 'impossible', the finished Amiga game moved at a crawl and got just 45% (Issue 68). Simulmondo's C64 game is not only faster and more playable, it also features an incredible split-screen simultaneous two-player mode. After Gremlin's Sizzling *Lotus Esprit Turbo Challenge* it seems there's nothing the C64 can't do!



● If you press the key quickly enough, replay offers a brief, frame-by-frame replay of the goal — or any other incident you want to watch again.

There's more to the game than graphics, though: comprehensive options begin with a choice of languages and lead on to team selection. Dozens of teams are on offer, everything from Ajax to Everton to Torpedo Moscow! How many of them enter the championship is up to you, for a two-player match you might decide just two teams is enough to decide things in a single game. For a bigger challenge you can enter all the teams! You also decide whether the teams are computer-controlled or human-controlled. On human-controlled sides you get fixed control of just one player. However there is an option for two human-controlled players to be on the same side, playing cooperatively. But what happens if two human teams go against each other, and one team has two human players. Where do you plug the third joystick? Does the screen split into three? — C'mon, be realistic, there are some limits to Simulmondo's brilliance! Instead the two-player team switches to one player, so it's a fairly standard one-to-one situation. And if only one human is playing, the second player's screen disappears and a chinwagging (but silent) announcer watches over the proceedings.

Before each match a game options screen comes up. Dumbos can simply click on 'Go' and be straight into the game. But sneaky tacticians such as Phil might want to vary the length of the match (ten options, from 2 to 45 minutes), set the difficulty level (ten settings), select which player in the team you control (anyone but the goalie!) and turn on/off whether your man flashes (oo-er!) to help you keep track of him.



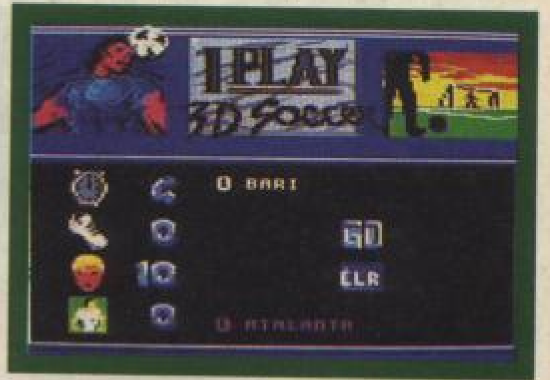
● **One-player mode and there's the thankfully silent commentator. Unfortunately throw-ins often pass the ball to the opposition.**

Once the game begins you can choose to play sensibly, marking a player and keeping in some kind of some zone, or alternatively you can act like everyone else — constantly legging it after the ball over the whole pitch. Since you're stuck with one player, it's quite easy to lose sight of the ball as the action speeds off somewhere else (probably through the defensive gap you left!). The radar scanner is useful then,

I love anything to do with football, and this is no exception. The 3-D perspective causes a few problems, like not being able to switch control between different players and occasionally losing track of the ball, but it does give a totally different atmosphere to the usual overhead or side-on views. In a way it's more realistic because you can't see what all your teammates are doing as they're often beyond your field of vision or obscured by opposing players. The cooperative two-player mode is especially rewarding, passing to each other and going on decoy runs to draw defenders away from your dribbling partner. Good footy fun.



Once you get inside the penalty box you can jab the fire button for a quick pass, or hold down fire to shoot. If you score you can press the Commodore key for a brief replay (complete with frame-by-frame



● **The options screen. It's a four minute match, the skill level is 0, you control player ten and your shirt won't flash in the match.**

hang of it you can spend ages wandering in completely the wrong direction, only coming across the ball by accident! These are relatively minor faults though, the blocky graphics work well with some nice kicks and a good turn of speed — it's as fast as most overhead-view games! Although occasionally confusing, there's a great sense of being in amongst all the action. There's a very realistic sense of panic as someone heads toward your goal, neatly side-stepping your bloodthirsty tackles. More surprisingly, snappy passing makes for a good tactical feel: it really does seems as if you're 'interacting' with the other players. For once the hype seems justified — 'I Play' is supposed to mean the player, the 'I', is completely brought into the action.

OCCER

although most often you simply follow the other players. The main way of getting the ball is by pressing fire for a bone-crunching sliding tackle. The ref can award fouls, but thankfully doesn't give yellow cards or send anyone off. Alternatively if one of your own players has the ball you can get him to pass it to you by holding down fire and pulling down on the joystick. This works well with some very accurate passing, but you need to be sensible when you do it otherwise the pass will be intercepted.

forward/reverse play). If you're brought down in the box a penalty is awarded which you can choose to take yourself or give to another player. There's also throw-ins, corner kicks, extra time and penalty shoot-outs!

On the negative side there's no substitutions, just one basic team formation and no save/load option for those massive league challenges. Also, although the map works well for one player, for the other player it's reversed — until you get the

Over the longer term the lack of tactical options and a comprehensive league, plus the ease with which you can win the cup (just enter two teams), may limit single-player lastability. However as a two-player game *3D Soccer* finally approaches the fun of Amiga *Kick Off* with a very different game style.



CREDITS

Programming: Nicola Ferioli
Graphics: Ivan Venturi

● **Gooaaal! Bologna whips in a superb shot! Both human players are on the same side so both screens show similar north-facing perspectives, both pointing toward Cagliari's goal.**



PRESENTATION 78%
Intro Action replay, restart, ten skill levels, simultaneous two player competitive or co-operative play.

GRAPHICS 75%
Blocky, but fast and effective player sprites with great two-player split-screen option.

SOUND 15%
Very basic: whistles and kicking sounds.

HOOKABILITY 82%
Very easy to get into.

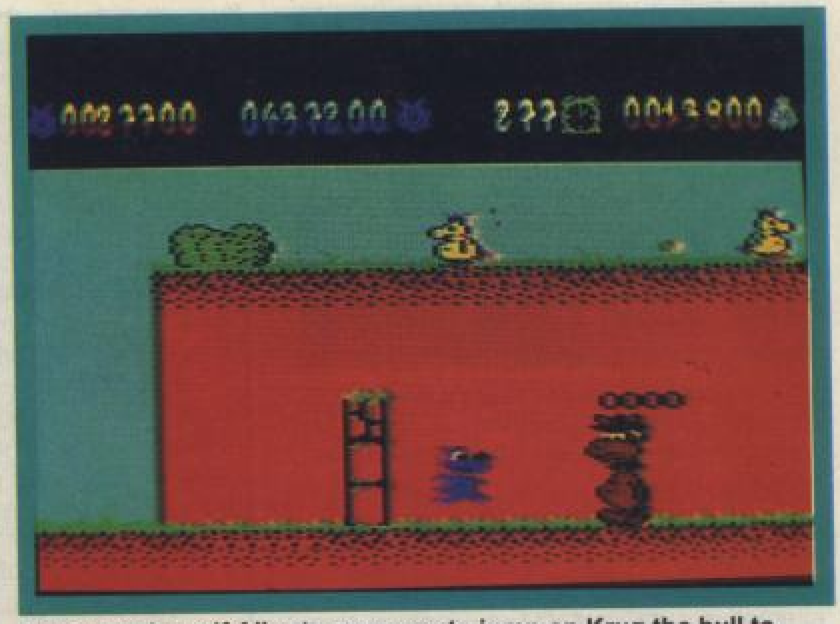
LASTABILITY 73%
Sadly no save/load, but there's plenty of teams to take on and the two-player modes are great.

OVERALL 80%

Not perfect, but great fun and very ambitious.



● Lupo spots a nice juicy apple while girlfriend Marta the hen jumps on a turkey.



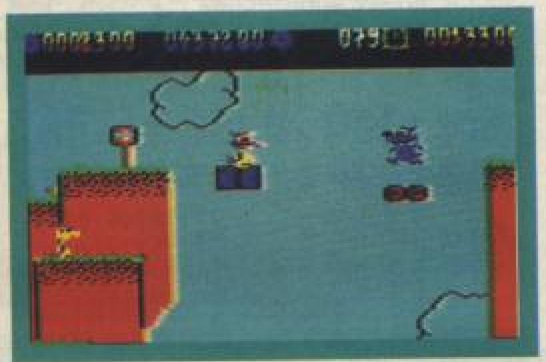
● The randy wolf Alberto prepares to jump on Krug the bull to knock him off screen and reveal some fruit (way hay!).

LUPO ALBERTO

The Video Game

Idea, £10.99 cassette, £14.99 disk

If you've never heard of Lupo Alberto, join the club! He's actually a famous Italian comic-strip wolf, a member of the weird McKenzie family — a group of various farmyard animals including Alberto's inamorata, Marta The Hen. This rather unusual wolf-chicken relationship is opposed by another family member, Mose The Guardian. So what Alberto and Marta want is a quiet place where they can be alone together and they go in search of a



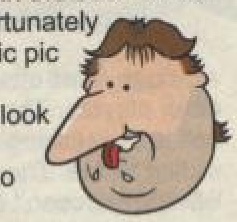
● Lupo and Marta's strange love takes them higher into the clouds. A funny place to do a bit of this and that for a wolf and a hen, eh?

suitable lovenest. What they'll actually do when they find one is anyone's guess!

In solo mode, you get to control either Lupo Alberto or Marta — or get a friend to join you for some simultaneous wolf and chicken action. This is platform jumping at its simplest as the doting duo journey through ten multidirectionally scrolling levels. Other farmyard animals must be avoided as they remove one of your character's four lives on contact (as does falling down a chasm). However, they can be jumped onto to knock them off the bottom of the screen (some animals require several jumps). When this happens a bonus is sometimes revealed: these include superspeed, superjumps and a weapon to shoot animals with. Points bonuses can be collected in the form of fruit which are thrown out when some platforms are touched.

That's about all there is to it, really. The two-player mode is quite fun, but the similar *CJ's Elephant Antics* had tons (groan! — Ed) more action and playability at a budget price. It's a pity the comic's other farmyard characters haven't really been used at all — surely there could have been more interaction with them than just jumping on them?!

One nice presentational idea is that completing a level reveals the last picture of one of the cartoon strips in the back of the instruction manual. Unfortunately this small, monochromatic pic is not much of a reward. Worse still, the levels all look very much the same, providing little incentive to continue playing.



THE COMIC STRIP

Created 18 years ago by Italian artist, Silver (real name Guido Silvestri), Lupo Alberto has many farmyard friends which appear in the game:

Mose The Guardian — A bear who believes in the natural order of things and is therefore totally against Alberto and Marta's love.
Krug The Bull — Bad-tempered and headstrong.
Alfredo The Turkey — A 'jack of all trades', doing many different things.
Glicerina The Duck — He's optimistic but gullible.
Enrico The Mole — A unique personality.
Osvaldo The Rabbit — He likes to do what rabbits do best.
Marta The Hen — Alberto's love loves to dance.
Alcide The Pig — An intellectual philosopher..

Mario *Bros*-style gameplay with a hint of *Rainbow Islands* sums *Lupo* up but it lacks variety in gameplay, challenge and graphics. Short-term fun can be had with the dual two-player mode but in all honestly I was never that excited, especially with the multiload. Anyway, the Italian humour loses something in the translation, especially when it's in the form of badly pixellised 'punchlines' at the end of a level). A good mapping game, though, and that's a fact!



CREDITS

Programming and music: Paolo Galimberti
Graphics: Luca Stradiotto, Nicola Benetolo

PRESENTATION 36%
Simultaneous two-player mode, but fairly heavy multiload, dodgy interlevel pics.

GRAPHICS 38%
Okay cartoonesque sprites but the levels all look the same.

SOUND 68%
Jolly title and in-game tunes.

HOOKABILITY 48%
Simplistic action with lots of bonus fruit to find.

LASTABILITY 32%
Soon gets repetitive, even in two-player mode.

OVERALL 36%

Would make acceptable fare on budget.

Imagination

MAIL ORDER

IMAGINATION, FREEPOST DC 574, DONCASTER, S. YORKS, DN5 8BR.
24 Hr Answer Phone.

Our catalogue lists most computer format games, consoles, role playing games and miniatures. Send £1 for our catalogue for our complete list, £1 refunded on your first order.

	CASS	DISK
BLOODWYCH	8.75	12.95
CASTLE MASTER	8.75	12.95
CITADEL	-	12.95
DAN DARE 3	8.75	12.95
DAYS OF THUNDER	8.75	12.95
E-MOTION	9.50	12.95
ESCAPE ROBOT MONSTERS	8.75	12.95
F15 STRIKE EAGLE	8.75	12.95
F16 COMBAT PILOT	12.95	16.95
GOLDEN AXE	8.75	12.95
HEAVY METAL	8.75	12.95
HEROES	12.95	16.95
KICK OFF	8.50	12.95
KICK OFF 2	8.75	12.95
KLAX	8.75	12.95
MIDNIGHT RESSISTANCE	8.75	12.95
NARC	9.50	13.95
PIRATES	12.95	16.95
SIM CITY	-	16.95
STRIDER	8.75	12.95
STUNT CAR RACER	8.75	12.95
SUPREMACY	-	12.95
TOLKIEN TRILOGY	10.99	-
TOTAL RECALL	10.99	13.95
ULTIMA 5	-	16.95
VIZ	8.75	12.95
WICKED	8.75	12.95
X-OUT	8.75	-
XENOPHOBE	8.75	12.95
ZOMBI	8.75	12.95

PLEASE ADD £1.50 POSTAGE AND PACKING, REGARDLESS TO SIZE OF ORDER, PLEASE ALLOW 28 DAYS DELIVERY.

LLOYD MANGRAM'S RRAP.

• Your chance to spout forth on the C64 world...

Arrrgh my poor head! It's all that noise from the reviewers playing with a sampler, recording their own grating voices and then changing the speed, reversing them and even adding echo!
It's so bad I've had to seek sanctuary in the ZZAP! broom cupboard. As the lightbulb's not working (no-one's been in here for years), I'm having to read your letters by candlelight. Ouch, my poor fingers!
Now let's see, what's this?: declarations of undying love for yours truly (too many to include), blackmail, letters from outer space, ah yes... bananas. Now who said variety was dead?

LOADS OF FUN

Dear Lloyd
Hiya, how are you? (Daft question)

I am just writing to express an opinion or two.

First of all I would like to complain about Giacomo Di Giacomo of Rome, (Issue 72). He/she/it wrote in with a complaint or two, one of which was that readers would prefer to pay two quid for one good Megatape once in a while. I would merely enjoy putting it through to this person/thing that despite the fact that occasionally Megatapes don't load sometimes (reason later, this is not a complaint), they are in fact ALWAYS very good, and why is he/she/it moaning anyway? The bloody thing's free, isn't it?

Also, (not getting bored are you? Good!) I would like to tell Arthur Ennimore (same issue) that he is a prat!!!! He thinks he is so good, good enough it seems, to run your mag for you!!!!!

I'm glad you knocked him down a peg or two, but I can understand him wanting to be part of the best mag in the world!!!!! So, maybe ZZAP! should give a column to a different reader every month?

Still, it's up to you I suppose, the reader should do something to earn the column of course, like say stand the TV upside down and complete *Rainbow Islands* (or something to that effect)!

And if he thinks he is thoughtful, wait till he finds out that I have enclosed a solution to Issue 72's letter of the month!!! (A cotton bud). (I'm confused — Ed)

And finally, but most amazingly, sometimes my C64 will not load some games (not only megatapes). Guess why! It's not that the tapes are of poor quality (cos they're not!). It's not that my C2N is not plugged in (cos it is!!!)

NO!!!!!!!!!!!!!!

But actually it all depends on where my C64 is in a room!!! (No! I'm not a few sandwiches short of a picnic!). In one corner some games won't load, and so when I change my room around, some other games won't load, but the one's that wouldn't load in the first place now load!

Ironic, isn't it? But dearest darling Lloyd, can you tell me why this happens — please?
Love from
Sandie Norton.
PS. I love you! (Aw shucks! — LM)
PPS. Gary Lineker is fit! (Hey, you're not going off me already?! — LM)
PPPS. Could you title my letter 'LETTER OF THE MONTH' — PLEASE? (worth a try).

• Damn, I knew it was only cupboard love! Anyway, your C64 sounds a bit like Robin's old Fiat Panda: whether that would go also depended on where it was — the only time it would start was when rolling down a steep hill!

I quite like your idea for a reader's column, so if anyone fancies writing one I'll consider printing it in the Rrap.
LM

BURNING MY CHIPS?

Help Lloyd
I use the Power, Expert, Robcom, Action Replay cartridges with my comp.

I've been told that using such cartridges (reset buttons) shorts the expansion port. Although I know this I've been told that when it shorts, although it's only a few seconds it happens for, some of the chips in the comp get damaged and keep getting worse 'TILL DEATH'. I don't know what to do, I've spent loads on cartridges. Please could you tell me if what I've heard is true?
Mick Hill, Halesowen, W Mids.
PS. One more question: any relation to Ian?

• Who's Ian? Anyway, we've been using reset cartridges on our antique C64s for ages without any problems, so I shouldn't worry.
LM

BLATANT BLACKMAIL!

Right Mangram
This is it. I have tried everything to get one of my letters printed — Flattery, funny letter, putting down rival magazines and even out-and-out bribery but nothing seems to have worked. What's the matter, don't you like Aussie readers? SO I'm putting this ultimatum to you, EITHER YOU PRINT THIS LETTER OR I don't RESUBSCRIBE, it's up to you Lloyd. I'm sorry to have to do this but I have been pushed too far. So what will it be, one small letter or one less reader?! You make the choice. Please print this, the postage is killing me.
Paul 'pushed too far' Vincent, Perth, W Australia.

• Okay, just this once.
LM

SERIOUS MISADVENTURE

Dear Lloyd
I feel it's about time someone wrote in to complain about the adventure section. Why can't you just review adventures as you do normal games? Even if you don't, you might as well give them the space they deserve.

One example is SSI's *Buck Rogers*. In the review (ZZAP! 68, page 40) you awarded the game a Sizzler (rightly so) but only gave it one page and reviewed Amiga and C64 at the same time. There was only the one screenshot, you only gave one rating and didn't mention the C64 version came on three double-sided disks (that's over a megabyte of data). The text side was excellent though, but you could have mentioned the brill packaging, so here's my description: Inside a very big glossy box there's three disks, a 275-page book called 'First Power Play', a rule book, a log book, a data card and an SSI catalogue.

Adventures are not the 'pick up sword' type of game anymore, they are sophisticated complex simulations of strategic situations. The graphics in *Buck Rogers* are some of the best I have ever seen on the C64, and yes, I have seen the graphics on games like *Armalyte* and *Rainbow Islands*. I own many games like that. I think the *Buck Rogers* review should have been spread over two pages, with more screenshots and separated from the Amiga review. Thank you for letting me get that off my chest.
Steven Flanaghan, Sheffield.

• Since we've gone C64 only, we'll have much more room for extra screenshots and it's likely most big strategy games will appear in the

normal review section with Think Tank reserved for hints, tips and text-only adventures.
LM

TURRICAN 2 EASY?

Dear Lloyd
I have like many others tried to write before. I would just like to point something out about cartridges. I don't see the point in them, I would rather have two full-price or even six budget.

Now to the point:

I have recently purchased *Turrican 2*, what a brilliant game it is too, but I bought it two days ago and I can get onto world 3.1 so why did it get 97% Lastability? If the last two levels are as easy as the first three, it's one of the easiest games that got more than 95% Lastability in ZZAP!. Either I'm a born natural at *Turrican 2* or it's easy.

Now a couple of questions.
1. Did *Head Over Heels* really get 98% in Issue 62 or was it a misprint?
2. Is *Striker* really as bad as it suggested in Issue 61?
3. What is the worst game reviewed in ZZAP! and what did it score?

Please print this, pretty please.
Mark Render, 'Ull.
PS. Great mag, great reviews, great everything.

● ***Lastability is always the hardest rating to determine, but the reviewers reckon they got it about right for* Turrican *2 (in fact, the next reader thinks it was underrated!).***
1. What do you mean, a misprint?! It's a classic game. (Although the graphics are a bit dated nowadays.)
2. Yes.
***3. Two games scored only 3%:* Further Adventures Of Alice In Videoland *and* Robobolt.**
LM

TERRIFIC TURRICAN 2

Dear Lloyd
I haven't had a better opportunity to write to ZZAP! than now, so I thought I'd better not waste it.

Firstly, I've one burning question. Why the heck did ZZAP! give *Turrican 2* 96%? Unfair — in my opinion it deserved the maximum 98%. I expected it to be nothing short of astounding when I bought it four days ago, but what it did was really blow me away! *Armalyte 2* has a lot to live up to when you see the shoot-'em-up world — the third stage of this particular world is very reminiscent of a coin-op I've seen (the name escapes me!) and it even reminds me of *Strider*! You've probably guessed by now that I've already completed it (with a score of 3,501,800 to boot), but no way I'm saying it's easy — it simply ain't! The only real niggle is that Manfred isn't doing anymore C64 games; nevertheless, *Turrican 2* deserves to sell and sell, just like *RoboCop* did.

Going on to other subjects, Michael Bather and Colin Finn's views on C64 carts suggest that they are totally miserly. Carts have a future if what I've seen of *Ninja III* and *Chase HQ II* are anything to go by. If the so-called age group of the GS is 5-13, then why are such games as *Ultima VI* being put onto cartridge? And quite a lot of children have Saturday jobs, so surely they can save up quickly for a cart? Also, if there was the choice between buying a long-lasting near-arcade-quality cart game or buying a pile of cheap budget crap, I think I'd go for the former. By the way, is 20,000 sales of the GS a bad figure? I can clearly remember the Sega Master System selling that much when it was as old as the GS is now. Look how popular that console is now; things could well change for the GS, just sit tight!

Last, but certainly not least, between a choice of *Super Monaco GP* and *Lotus Challenge* for the C64, which is the best?
Yours most tiresome (because I'm writing this letter at midnight, having triumphantly completed *Turrican 2*).
SJ Bambridge, Norfolk.
PS. When is *Pang* coming out on cart? I ordered it ages ago, and my postal order will expire if Ocean are too slow!
PPS. Awful handwriting, isn't it?
PPPS. I say the maximum score for any game is 98%, not 100% as a certain mag gave to a certain Ninja game — it's good, but not that good!
PPPPS. When is *Rodland* from Storm, due to be released? Or what about *SWIV*?
PPPPS. ANY MORE p's or s's and I'll explode!

● ***The GS's sales weren't as high as Commodore hoped, but with a price cut very likely it should pick up. Also, as revealed in last month's The Word, Commodore are now pushing the new low-price C64 as a cartridge-based machine, aiming to encourage more cartridge software.***

As regards* Lotus *and* Super Monaco*, both are excellent games, so you can't really lose no matter which one you buy. If you've got a friend to play with then I'd go for* Lotus *which has to be one of th best competitive two-player games around. If you prefer to play solo, though,* Super Monaco *is slightly more playable in this respect.

There's no sign of* Rodland *yet, but* Pang *should be out soonish and* SWIV *should already be out by the time you read this.
LM

ALL PLAY AND NO WORK?

Dear Lloyd
Greetings from Australia! I've only been reading ZZAP! for a couple of months now, it was the Megatape that caught my attention, but I am surprised how far things have come in the Commodore world. Video loaders, handheld TVs (?! — LM) and cartridge-only capabilities really blows my mind! I was one of the first people in Australia to buy a 64, and so as you can imagine I am very happy with the way they've lasted, especially considering the price we have to pay! Consider paying #50.00 upwards for every program you buy, the usual wage here is only around four to five times that! Can't wait for those cartridges to come in, you can bet they'll be real popular over here. HA HA HA.

Enough grudging, I love your mag, we need accurate reviews here because each game you buy has to last a hell of a long time before you can afford another one, and your reviews have been right-on so far. Just one small thing, what about us programmers? All games and no brains makes for boring computer operators. Why not have a single page of hints for program ideas, or perhaps editorials by expert programmers on how they achieve particular effects in their games?

Let me know what you think.
Peter Drummond, Australia.

● ***We often have features on programmers where they tell us how they achieve particular effects, and the regular 'Fuzzy Factory' diary incorporates tips from top programmers (well, Apex anyway!). (Only kidding, John and Steve!)***
LM

TOTALLY BANANAS

Dear Lloyd
I was outraged by your attitude towards our yellow bendy fruit. In Issue 67, you said 'people no longer laugh at bananas as they walk down the street...' and also 'ZZAP! readers have destroyed one of the world's most distressing prejudices...'.

What about the bananas that want to be laughed at? What about the ones that earn their living by getting laughed at? And what about the FISH! What about the #s%#*& FISH!?!

Where is our little friend, Ken D Fish then, hey? At least fish were getting attention when they were being laughed and joked about! Now the time you see them is when they are rapped up in tin-foil covered in vinegar ready to be eaten by huge Gordon Houghton lookalikes!!! It really makes me SICK!!!

And what about the lack of silliness that ZZAP! has fallen into? I'm going to open a new topic for silly letters;

SPAM AND ELEPHANTS.

Well, it's time for my sedation now, so I'll be writing again as soon as I get the bandages off my hands (I chewed my fingers off so I could get out of my electric shock treatment).

Yours SPAMLY,
Turty (The tubby thorax) Thimblesworth II, Happy valley home for rest and perhaps sanity.
PS. Apart form the lack of silliness, you're doing a really funky job.

● ***I'm not saying that all bananas don't want to be laughed at, but the vast majority of them don't. I know, I've talked to them. If they do something funny (like blowing a raspberry) then they deserve to be laughed at, but not when they're trying to be serious fruit.***

As for Ken, his disappearance was a bit fishy. One minute he was swimming happily upside

Castle Software

UNDER NEW MANAGEMENT

0782 575043

0782 575043

C64 SPECIALS

NINJA RABBITS	£2.99
EXTREME	£7.99
HERO QUEST	£8.50
PREDATOR 2	£8.50
SUPREMACY	£11.99
TWIN WORLDS	£7.50
SKULL + CROSSBONES	£7.50
VIZ	£7.99
TURRICAN 2	£7.50
LOTUS ESPRIT	£7.50
GOLDEN AXE	£7.50
CREATURES	£7.50
NIGHTSHIFT	£7.50
EDD THE DUCK	£7.50
HERO TURTLES	£8.99
SUPER MONACO GRAND PRIX	£8.50
BACK TO FUTURE 3	£8.50
TOKI	£8.50
BATTLE COMMAND	£9.50
RICK DANGEROUS II	£7.99
RAINBOW ISLANDS	£7.99
TOTAL RECALL	£7.99

C64 SPECIALS

OPERATION WOLF	£2.99
FORGOTTEN WORLDS	£3.99
LAST NINJA	£2.99
FERRARI FORMULA 1	£2.99
DRAGON NINJA	£2.99
LICENCE TO KILL	£2.99
KICK OFF	£3.99
DOUBLE DRAGON	£2.99

C64 SPECIALS

SKATE OR DIE	£2.99
BLUE ANGELS	£2.99
RUN THE GAUNTLET	£2.99
GHOSTS N GOBLINS	£2.99
QUEDEX	£2.99
STREET FIGHTER	£2.99
WEC LE MANS	£2.99
AFTERBURNER	£2.99
RAMPAGE	£2.99
RASTAN	£2.99
LEADERBOARD	£2.99
IK+	£2.99
MATCHDAY 2	£2.99
SUPER HANG ON	£2.99

C64 SPECIALS

THE WOMBLES	£2.99
COUNT DUCKULA	£2.99
GRID IRON 2	£2.99
SOOTY AND SWEEP	£2.99
PRO MOUNTAIN BIKE SIM	£2.99
THOMAS THE TANK	£2.99
BANKOK NIGHTS	£2.99

C64 SPECIALS

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY, MAGICLAND DIZZY
ONLY £7.50

"THIS MONTHS SPECIAL FREE GAME WITH EVERY ORDER OVER £7.00"

KICK OFF 2	£7.99
SUMMER CAMP	£7.50
GREMLINS 2	£7.99
FUN SCHOOL 3 U 5	£8.99
FUN SCHOOL 3 5 TO 7	£8.99
FUN SCHOOL 3 OVER 7	£8.99
ESWAT	£7.99
MONTY PYTHON	£7.50
FLIMBOS QUEST	£7.50
MIDNIGHT RESISTANCE	£7.50
OP THUNDERBOLT	£7.50
DAN DARE 3	£7.50
NARC	£7.99
NARCO POLICE	£7.50
STRIDER 2	£7.99
LAST NINJA 3 (CART)	£21.99
PANG (CART)	£17.99
CHASE HQ 2	£17.99
TRACK SUIT MANAGER	£2.99
KLAX	£3.50
GRAND MONSTER SLAM	£3.99
R TYPE	£2.99
MENACE	£2.99

BIONIC COMMANDO	£2.99
WONDERBOY	£2.99
SALAMANDER	£2.99
X OUT	£2.99
3D TENNIS	£4.99
ATOMIC ROBOKID	£4.99
BLOODWYCH	£4.99
DRAGON BREED	£4.99
TURRICAN	£3.99
CARRIER COMMAND	£7.99
4 SOCCER SIMS	£2.99
SNARE	£2.99
720 DEGREES	£2.99
SPY HUNTER	£2.99
BLOOD MONEY	£2.99
CAPTIN FIZZ	£2.99
PITSTOP 2	£2.99

J LOWES DARTS	£3.99
DRILLER	£2.99
CJ'S ELEPHANT ANTICS	£2.99
C YEAGERS FLIGHT SIM	£2.99
CONTINENTAL CIRCUS	£2.99
BC'S QUEST FOR TYRES	£2.99
HYSTERIA	£2.99
GILBERT	£2.99
FIGHTER PILOT	£2.99
E-MOTION	£2.99
PLATOON	£2.99
MR HELI	£3.99
HIGH NOON	£2.99
SPITTING IMAGE	£2.99
REAL GHOSTBUSTERS	£2.99
GRYZOR	£2.99
ARKANOID 2	£2.99
RAMBO 3	£2.99
STAR WARS	£2.99
EMPIRE STRIKES BACK	£2.99
RETURN OF JEDI	£2.99
SHORT CIRCUIT	£2.99
QUARTET	£2.99
PARALLAX	£2.99
SLAP FIGHT	£2.99
MIKIE	£2.99
SUPER TED	£2.99
POPEYE 2	£2.99
HUXLEY PIG	£2.99
POSTMAN PAT	£2.99
POSTMAN PAT 2	£2.99

ARMY MOVES	£2.99
WHO DARES WINS 2	£2.99
YOGI BEAR	£2.99
MAGICLAND DIZZY	£2.99
TREASURE 1 DIZZY	£2.99
FAST FOOD DIZZY	£2.99
DIZZY	£2.99
FANTASY ISLAND DIZZY	£2.99
GRAHAM GOOCH CRICKET	£2.99
SKOOL'DAZE	£2.99
MOON'ERESTA	£2.99
CRICKET CRAZY	£2.99
CRICKET INTERNATIONAL	£2.99
BMX NINJA	£2.99
SPITFIRE 40	£2.99
RED ARROWS	£2.99
SAM FOX STRIP POKER	£2.99
US ALIENS	£2.99

STAR GAMES
WAY OF THE TIGER, BEACH HEAD 2, RESCUE ON FRACTALUS, BARRY McGUIGAN BOXING
ALL FOUR GAMES £3.99

PLATFORM PERFECTION
ZORRO, BRUCE LEE, BOUNTY BOB, GHOST CHASER
ALL FOUR GAMES £2.99

COIN OP CONNECTION
CRYSTAL CASTLES, EXPRESS RAIDER, METRO CROSS, BREAKTHROUGH
ALL FOUR GAMES £2.99

THE POWER
TURRICAN, RAINBOW ISLANDS, CHASE HQ, X-OUT, ALTERED BEAST
SPECIAL PRICE £12.99

WICKED GIANT GAMES PACK
50 CLASSIC GAMES FOR YOUR C64 NOW
ONLY £9.99

QUATTRO POWER
MOTO X, SUPER GMAN, PRO POWERBOAT, ATV SIMULATOR
ALL FOUR GAMES £2.99

QUATTRO ADVENTURE
SUPER ROBIN HOOD, DIZZY, VAMPIRE, GHOST HUNTERS
ALL FOUR GAMES £2.99

QUATTRO SUPERHINTS
SUPER STUNTMAN, SUPER TANK, SUPER HERO, KGB SUPER SPY
ALL FOUR GAMES £2.99

QUATTRO SPORTS
PRO SKI SIMULATOR, GRAND PRIX SIM, PRO SNOOKER SIMULATOR, BMX SIMULATOR
ALL FOUR GAMES £2.99

Post to:
CASTLE SOFTWARE
Castle House,
2 William Clowes Street,
Burslem,
Stoke-on-Trent
ST6 3AP.

Please rush me:-

Title	Amount
P&P (if applicable)	
Total amount	

Name.................................

Address.................................

Postcode.................. Tel No. ....

Please add 50p P&P per game

ZZ06

down in his toilet bowl, the next he was gone!

With Code Masters' CJ set to become the next cult game hero, we're already heavily into elephants. I don't think much of Spam though: it's not funny unless you say it over and over again, eg Spam, Spam, Spam, Spam, Spam, Spam, Spam, Spam, beans and Spam. Tee hee!
LM

SHOULD I WAIT?

Dear Lloyd
I'm just writing to ask if you think it would be a good idea to get a disk drive, as you can get games like *Murder* on disk and not on tape, or do you think that I should wait and try and get games like that on cartridge?
Peter Magill, Co Antrim, N Ireland.

● ***US Gold aren't producing cartridge software at the moment, so it's unlikely that a Murder cart will ever appear. This is the case with many other disk-based games whose conversion to cart wouldn't make economical sense for the software houses. Disks are cheaper for them to produce and hence cheaper for you to buy. I reckon a disk drive is still well worth getting.***
LM

YOU KILLED MY BROTHER!

Dear Lloyd
I have written to complain about the violence in computer games now.

Last week I brought a game called *Creatures* to see my brother star in his own computer game. To my horror I saw all those poor little fuzzy wuzzies tortured. This made me put pen to paper to say something about this disgusting human pleasure. Another complaint is how those small walkers *Turrican 2* are squashed like I am now from the boot of a BMX bike. This violence must stop. Imagine fairies prancing and dancing across the screen, living in harmony with the Scorelord. I now, from the bottom of my stone heart, demand equal rights for creatures.

Yours well hardingly,

ER nus (? — LM) Radcliffe. The brother of that ruffian Clyde Radcliffe.

● ***You mustn't believe everything that happens in computer games. They're just like the movies with highly-paid stunt fuzzies doing the dangerous stuff in Creatures. And the fuzzies that get sliced up are incredibly realistic wax dummies, filled with fake blood. The wonder of special effects, eh?***
LM

SHOOT 'EM DOWN

Dear Lloyd
Greetings! How are you?

Did you know that life in Rothwell is pretty flippin' boring? You didn't? Well you do now! Yep, nowt much to report here. Of course, we had a nice day today you know. The sun was shining, the birds were singing, yep a lovely day.

Oh well, small talk over, now down to the nitty gritty. Just lately I've been playing some of my old classics — *Elite, Uridium, Paradroid, Firetrack, Dropzone, Iridis Alpha, Pastfinder, Mega Apocalypse* (and a few others) and do you know, it's made me sit up and think! (These things do happen on occasions you know!!) I've been thinking a lot about our beloved shoot-'em-up. It (all the thinking that is) has forced me to ask this question:

Just what has happened to it?

What I mean is that our favourite genre (old ZZAP! word) has gone from being a varied format spawning vast amounts of old classics to a basic 'progressive' theme with collectable weapons. I don't deny that some of these 'progressive' type blasters have proved to be pretty good — *Armalyte*, for example — but I'm getting quite bored with it (just like Rothwell really) and I feel that the software industry might benefit from 'taking a step back', recreating original ideas that fill the player with adrenalin rather than (at present) filling him/her with mind-numbing boredom that comes from learning wave after wave of predictable alien attack waves.
Graham Harris (alias Commander Grey — Rating Elite), Rothwell, W Yorks.

● ***Robin reckons** Armalyte **already counts as a classic and thinks you're being just a bit nostalgic about your old favourites. What do other readers think? (I think the problem is more one of originality. Most shoot-'em-ups are coin-op conversions nowadays and too much of their imagination does seem to go into spectacular graphics. However** Paradroid **actually had progressive weapons of a sort, as you transferred to new droids you got sonic blasters and so on.)***

By the way, I'm older than Mark Caswell!
LM

CAPTAIN SENSIBLE

Yo Mr Lloyd person!
Many greetings and szblibs from the planet Krawkna. I am the squidzin blarg, Captain Zarquon, Commander of the Universe. At the moment, I am hnnk at a small house in Bolton, but I will be vnarking back to my own planet next week. I bet you've never had a letter from someone higher than your own Queen of England before. Well, as it happens, she's here with me, talking about the tnarg of 100,000 copies of ZZAP! back to Krawkna. She wants to say something...

'If one does not subscribe to one's ZZAP!, then one should do so now. Could one also bring back one's little border chappies — they're the best!!!'

Well there you have it. Anyway...

Recently I brnnt the cartridge *SCI* for my C64 (yes, I even spent more time on that than my Kray-2 and dfrendas85), but it nggt bdertdawt properly, so I took it back to the shop and got another. This too nggt bdertdawt, so I returned it as before. The junb at shop sait not work 'cos my C64 is too old. Yes, it is about 59 barnets (7 Earth years) old, but is this the real reason it not work?

Much splibbies and granitiopliks go for tregats fnarties. That's just a joke that people from my planet will understand.

Well, that just about wraps everything up. If (when) I next visit your planet I will write again.

Not too long left to go, supertempore interstellar travel is nearly yours. Intergalactic will follow shortly after — your lives will soon resemble the game *Elite*!

Seeya soon mere mortals — or gretnig hursda mini mortali, as we say. Gretnig.
Captain Zarquon, Bolton, Lancs.
PS. Rockford? Nose? Thingy? Come on, you can do the letters on the Rrap!!!
PPS. One of my scout ships crashed on your little country. Anyone seen it?
PPPS. Sorry I keep brnkng into Krawkna language, but remembering 2,976 languages at once is not easy.

● ***Greetings, Captain. It's nice to hear from the outer regions of the universe such as Bolton. Cartridges should work on any type of C64 — it's most probably a defective cart you bought.***

And to you, ma'am, please accept my humblest apologies for the disappearance of the border characters. It was nothing to do with me, it's all the Ed's fault — maybe you've got a spare cell in the Tower for him? (Don't push it, Mangram, or it'll be you that gets the axe! — Ed)
LM

BEATING BILLS

Dear Lloyd
I've been reading ZZAP! since Issue 20 and it is still absolutely brill, keep it up. Anyway, I've decided to write to you because I'm a mega fan of American football (NY Giants are best!) and need to know if there are any good American football games available on the C64. I already own *4th & Inches* which is one of the best games on the C64 (I think anyway). Are there any American Football games better than this? Well before I go I'd just like to say '20-19' to all those Buffalo Bills fans (ha, ha).
Eddie Wardlaw, London

● ***What Buffalo Bills fans?! The other two C64 gridiron games worth getting are Tengen/Domark's** Cyberball **(78%, Issue 70) which is a sort of futuristic version but pretty playable all the same, and the excellent** TV Sports Football **(92%, Issue 61) from Cinemaware/Mirrorsoft. The latter is only available on disk but it's the most realistic and playable American football game around. As for** Cyberball **this was originally released on cart for £19.99, but is also available on a new Tengen compilation.***
LM

TAPE, DISKS, CARTS AND THINGS

Dear Lloyd
Don't worry, this will be a short

letter and won't take up too much space so please publish it. Now the reason I am writing is that I have a Commodore 64 and am a little confused with disk drives and cartridges. My question is: do disks and cartridges have better memory, graphics, etc. In other words, do disks and cartridges produce better games? — and if not, why are there some games on disk and not on cassette?
Kieran O'Connor, Co Cork, Ireland.
PS. I think there should be more C64 games on the 'Think Tank'. And how could I forget, ZZAP! is the greatest mag ever.

● *Tape versions of certain disk and cartridge games would be unworkable, requiring massive multiloads. As well as faster loading, the main advantage of disks and carts is that any part of the data they store can be accessed without the need to rewind/fast forward to find the right section! This is especially important for complex RPGs and adventures which need to constantly access the disk. Disks and cartridges also permit more interlevel presentation screens (eg* Untouchables*) whose extra loading time would be a nuisance on tape. The advantage of carts over disk is that they're more reliable, have faster loading and obviously don't need a £130 disk drive. However carts can be expensive.*
LM

CHART PROGRESS

Yo Lllllloyd!
In the March edition Rrap you moaned that someone's computer game charts were unfair, cos if a large software house released 8 billion amoebic, dysentery-standard games they'd smash the competition. Remember? Good. Now, I've produced a heap of charts and the utterly fabulous scoring system fits all these philosophies:
1. One great game is worth more than any number of used loo roll-standard games.
2. Two great games are better than one.
3. One 99% game is better than 80% games.

Basically any number of bog-standard games that only John Pomphery would buy (private joke) score zero, but a quantity of good games are better than one of this standard. Okay, everyone with me so far? Good. Now onto the points scheme, all games fit into either the John (bad) category or the Counter (Good) category; John games are those scoring below 76%, while Counter games are everything above 75%. Next all the John games are discarded, and the software house does not gain from these — they are considered 'misses'. However the Counter games are 'hits' and do (surprise, surprise) count, as indicated in their title. The Counters all add their ZZAP! overall percentage score minus 75 to their software house's score. Well, that over with, let the charts for October '90 to March '91 (that's the last six months) begin.

The C64 Cheapo Chart
1. The Hit Squad............(46 pts)
2. Encore ....(15 pts)
3. Code Masters ....(13 pts)
4. Mastertronic ....(11 pts)
5. Kixx.............................(10 pts)

The C64 Ten Bob Brigade (or full price chart)
1. Ocean.....................(108 pts)
2. Virgin.........................(43 pts)
3. US Gold ....(37 pts)
4. Thalamus....................(26 pts)
5. System 3.....................(22 pts)
6=. Rainbow Arts ....(21 pts)
6=. Imageworks...............(21 pts)
8. Blade ....(16 pts)
9. Domark..........................(7 pts)
10. Hewson........................(4 pts)

The Overall UK Top 10 Software Houses
1. Ocean/Hit Squad ....(154 pts)
2. Virgin/Mastertronic....(54 pts)
3. US Gold/Kixx ....(47 pts)
4. Thalamus....................(26 pts)
5. System 3.....................(22 pts)
6=. Rainbow Arts ....(21 pts)
6=. Imageworks...............(21 pts)
8. Blade ....(16 pts)
9. Elite/Encore ....(15 pts)
10. Code Masters ....(13 pts)

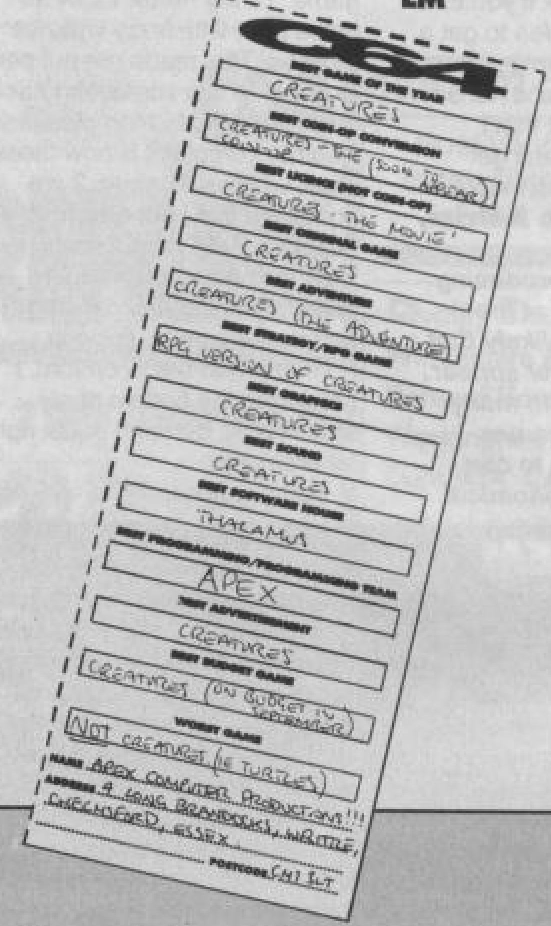
Well that it, if this get's printed I'll write again in six months. Until then, byeeee.
Kev Branch, Wirral.
PS. I bet the seventeenth word in this Post Script is printed in either bold or italics. Turrican. Told Ya. (Told me what?! — LM)

● *Thanks for your charts, Kev. You'll notice that I've slightly rejigged your Overall chart so that budget labels are added to their full-price 'parents'. I reckon your method is the best yet, using a fair combination of quality and quantity. It's produced some interesting results, though. The main surprise was the omission of Activision (mainly due to your six month period — if you'd taken the whole year, they'd have scored highly with* **Time Machine, Ninja Spirit** *and* **Hammerfist***). More seriously I don't think it's fair to dismiss all games scoring below 75% as misses. Although they might lack broad appeal, such games may still do very well with some people.*

Speaking of charts, one of the satanic film planners has just handed me a list scribbled on vile orange paper. No, look away, it's the dreaded Film Planning Top Ten!...

1. Sympathy For The Devil (Rolling Stones)
2. Sabbath Bloody Sabbath (Black Sabbath)
3. Fire (Crazy World Of Arthur Brown)
4. Number Of The Beast (Iron Maiden)
5. Devil Woman (Cliff Richard)
6. Lucifer Sam (Pink Floyd)
7. I Should Be So Lucky (Kylie Minogue)
8. Road To Hell (Chris Rea)
9. Battle Of Evermore (Led Zeppelin)
10. Run Like Hell (Pink Floyd)

It's all right, you can open your eyes now; just don't open your ears!
LM


C64
BEST GAME OF THE YEAR
CREATURES
BEST COIN-OP CONVERSION
CREATURES - THE COIN-OP (SOON ON ARCADE)
BEST LICENCE (NOT COIN-OP)
CREATURES - THE MOVIE'
BEST ORIGINAL GAME
CREATURES
BEST ADVENTURE
CREATURES (THE ADVENTURE)
BEST STRATEGY/RPG GAME
RPG VERSION OF CREATURES
BEST GRAPHICS
CREATURES
BEST SOUND
CREATURES
BEST SOFTWARE HOUSE
THALAMUS
BEST PROGRAMMER/PROGRAMMING TEAM
APEX
BEST ADVERTISEMENT
CREATURES
BEST BUDGET GAME
CREATURES (ON BUDGET IN SEPTEMBER)
WORST GAME
NOT CREATURES (IE TURTLES)
NAME APEX COMPUTER PRODUCTIONS!!!
ADDRESS 4 LONG BRANDOCKS, WRITTLE, CHELMSFORD, ESSEX
POSTCODE CM1 3LT

APEX CHEATS!

● *While laboriously sifting through the hundreds of votes for the prestigious Readers' Awards I found this rather strange entry. Yep, it's from the Depeche Mode of the computer world, John and Steve Rowlands, aka Apex! Nice try, lads, but it got chucked straight into the bin. Fairness is everything in my book — and you didn't even put a decent bribe in the envelope!*

Mind you, that hasn't been the only strange voting form concerning Creatures. It's already collected one vote for Best Adventure and two for Best Strategy/RPG Game! Many more surprises will be revealed when the Awards are presented in the next ish. Of course, I'll be all dressed up in my handknitted polo-neck dinner suit. Thanks, Granny.
LM

A sudden breeze has just blown out my candle, so I'd better say goodbye for now. I'm certainly not going back in the ZZAP! office to listen to that racket. Hold on a sec, though, if I break off a couple of chunks from the candle and stick them in my ears I won't be able to hear a thing — well, it certainly gives a new meaning to earwax. Pardon? Speak up! Oh, the address to send your letters to? Here it is: ***Newsfield, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW***



ENTER THE WORLD OF CONSOLES
AT

UNIVERSAL CONSOLES



TRADE ENQUIRIES WELCOME

101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX
TELEPHONE: 0634 577306

OPEN 7 DAYS 9-7

SEGA MEGADRIVE

Sega Megadrive - Scart	£119.95
Sega Megadrive - Pal	£119.95
Megadrive + Game	£139.95
Japaneese/English Converter	£19.95
Sega Joystick Pad	£14.95
Power Arcade Stick	£34.95
Megadrive Magazine (Jap)	£6.00

SEGA MEGADRIVE GAMES

STRIDER	£31.95
FATMAN	£29.95
AXIS	£29.95
BURNING FORCE	£29.95
HELL FIRE	£31.95
ARROW FLASH	£29.95
SHADOW DANCER	£29.95
ESWAT CYBER POLICE	£29.95
CYBERBALL	£29.95
D J BOY	£31.95
MICKEY MOUSE	£29.95
DYNAMITE DUKE	£29.95
GOLDEN AXE	£31.95
RAINBOW ISLAND	£34.95
INSPECTOR X	£29.95
J. MADDENS FOOTBALL	£34.95
CELTIC V LAKERS	£39.95
NEW ZEALAND STORY	£31.95
WORLD CUP SOCCER	£31.95
MOONWALKER	£29.95
GAIN GROUND	£31.95
WONDERBOY 3	£29.95
CRACKDOWN	£29.95
RINGSIDE ANGEL	£29.95
ALSTE	£31.95
DANGEROUS SEED	£31.95
ELEMENTAL MASTER	£32.95
HARD DRIVING	£29.95
SUPER MONACO GP	CALL
MIDNIGHT RESISTANCE	CALL

PLEASE RING FOR MORE TITLES

NEO GEO

NEO GEO - PAL	£369.99
NEO GEO - SCART	£359.99
NEO GEO PAL + GAME	£520.00
NEO GEO SCART + GAME	£520.00

NEO GEO GAMES

MAGICAN LORD	£179.95
BASEBALL STARS	£179.95
NAM 1975	£179.95
GOLF	£179.95
CYBERLIP	£179.95
NINJA COMBAT	£179.95
RIDING HERO	£179.95
SUPER SPY	£179.95

GAME BOY

GAMEBOY MACHINE	£69.95

GAME BOY GAMES

BATMAN	£24.95
MONSTER TRUCK	£24.95
W.W.F	£24.95
DOUBLE DRAGON	£24.95
GHOSTBUSTERS 2	£24.95
RADAR MISSION	£24.95
FINAL FANTASY LEGEND	£24.95
SPIDERMAN	£24.95
SKATE OR DIE	£24.95
BUBBLE BOBBLE 2	£24.95
ROAD STAR	£24.95
DRAGON SLAYER	£24.95
DUCK TALES	£24.95
CHASE HQ	£24.95
WIZARD AND WARRIORS	£24.95

PLEASE RING FOR MORE TITLES

NINTENDO SUPER FAMICOM

FAMICOM - SCART with 2 games FREE!!	£295.95
FAMICOM - PAL with 2 games FREE!!	£349.95

FAMICOM GAMES

FINAL FIGHT	£45.00
F1 - ZERO	£45.00
POPULOUS	£45.00
PILOT WINGS	£45.00
SUPER MARIO BROTHERS	£45.00
ORDIUS III	£45.00
BOMBUZAL	£45.00

PLEASF RING FOR MORE TITLES

PC ENGINE

PC ENGINE - SCART	£159.95
PC ENGINE - PAL	£159.95
PC ENGINE - HAND HELD	£260.00

PC ENGINE GAMES

DIE HARD	£33.00
OPERATION WOLF	£33.00
AFTERBURNER	£33.00
F1 CIRCUS	£33.00
FINAL BLASTER	£33.00
SUPER STAR SOLDIER	£33.00
VIOLENT SOLDIER	£33.00

PLEASE RING FOR MORE TITLES

TO: **UNIVERSAL CONSOLES**
101 College Avenue, Gillingham, Kent, ME7 5HX

ORDER FORM

Please add £1 for postage per game
Please add £5 for postage per machine
Please make Cheques or Postal Order made payable to
UNIVERSAL CONSOLES

From:

MACHINE/GAME	
TOTAL	

WE CUT PRICES DOWN TO SIZE



Take a look!

HOME COMPUTERS

AMIGA A500 MICROSNIPS PACK (bought separately £489) £359.00
SPECTRUM PLUS 2 'JAMES BOND PACK' (usually £159) £149.00
SPECTRUM PLUS 3 ACTION PACK (usually £199.95) £129.00
ATARI 520 STFM DISCOVERY PACK inc 10 disks £299.95
ATARI 520 STE TURBO PACK inc 20 disks £399.95
CBM 64 PACK (usually £179.95) £149.00
SAM COUPÉ (was £249) £199.95

BUSINESS COMPUTERS

AMSTRAD PC1512 plus Software Pack, DD, Mono (was £499) £399.00
AMSTRAD PC1512 plus Software Pack, DD, Colour (was £599) £469.00
COMMODORE PC10 STARTER PACK (usually £499) £399.00

MONITORS

COMMODORE 1084 Stereo Med.Res.Colour (was £299) £239.00
PHILIPS 8833 MKII Med.Res.Colour (was £299) £249.00
ATARI SM124 Hi Res.Mono (was £149) £119.00

PRINTERS

STAR LC-10 Mono (was £199) £179.00
PANASONIC KXP 1081 (MRP £199) £179.00
STAR LC-24/200 (MRP £349) £299.00
PANASONIC KXP 1124 (MRP £399) £269.00
STAR LC200 Colour Printer (MRP £299) £249.00
CITIZEN 120D+ (MRP £169) £149.00

PAPER

BOX 2000 SHTS 60gsm PAPER (wood-free) £15.95
BOX 2000 SHTS 70gsm PAPER £17.95
BROTHER HR5 THERMAL PAPER £7.95
TIMEX/ALPHACOM THERMAL ROLLS 5 for £11.95
ZX SILVER ROLLS .... 5 for £14.95

MODEMS, SOUND AND MIDI

PRISM VTX5000 MODEM (SPEC 48/+) £39.95
COMMODORE 64 MODEM £39.95

INTERFACES & ACCESSORIES

MULTIPRINT for SPEC 48k, 48k+, 128k, +2 .... ~~£44.95~~ £39.95
CBM 64 CENTRONICS INTERFACE ~~£39.95~~ £29.95
AMIGA/ST/PC/CENTRONICS LEAD ~~£10.95~~ £8.95
AMSTRAD, +2a/+3 CENTRONICS LEAD .... ~~£10.95~~ £6.95
SPECTRUM COLOUR PRINTER DRIVER £24.95
1000 1 ACROSS LABELS .... ~~£9.95~~ £6.95

DUSTCOVERS & SPARES

AMIGA DUSTCOVER .... ~~£8.95~~ £4.95
ATARI ST DUSTCOVER .... ~~£8.95~~ £4.95
SPEC +2/+3 DUSTCOVER .... ~~£8.95~~ £4.95
CBM 64 DUSTCOVER .... ~~£8.95~~ £4.95
ZX MEMBRANE .... ~~£11.95~~ £7.95
SPEC+ MEMBRANE .... ~~£11.95~~ £9.95

**** ALL COVERS STOCKED (CALL US) ****

MONITOR ACCESSORIES

AMIGA-SCART LEAD £10.95
AMIGA-PHILIPS 8833 Mk2 LEAD £10.95
ATARI ST-SCART LEAD £10.95
ATARI ST-2 PHONO (Composite Video) £10.95
SPEC+2a/+3-SCART LEAD £8.95
CBM-SCART LEAD £10.95
14" ANTI GLARE SCREEN FILTER ... ~~£18.95~~ £17.95
THINGI COPYHOLDER .... ~~£5.99~~ £2.99
ATARI ST-MULTISYNC MONITOR CABLE £24.95
ATARI ST-COL. + MONO MONITOR CABLE £24.95
TV/COMPUTER SWITCHING UNIT £4.99

MAGNETIC MEDIA

3½" DSDD BULK DISKS .... 20 for £15.00
5¼" DSDD BULK DISKS 50 in lockable box £24.95
TDK 3½" DSDD DISKS .... 10 for £11.95
TDK 5¼" DSDD DISKS .... 10 for £7.50
3"/3½" (state which) DRIVE HEAD CLEANER £4.99
AMSOFT 3" CF2 DISKS .... 10 for £19.95

RECORDERS AND ACCESSORIES

DATACORDER inc +3 or 48k LEAD £26.95
CBM LOAD 1T DATACORDER £44.95
CBM 1530 DATACORDER £39.95
CBM/SPEC/AMS HEAD ALIGNMENT (state which) £8.95
+3 CASSETTE LEAD £3.99

DISK DRIVES & RIBBONS

AMIGA Q-TEC 3½" EXTERNAL DRIVE (was £89.95) £75.00
ATARI Q-TEC 3½" EXTERNAL DRIVE (was £89.95) £75.00
CBM 1541 MKII DRIVE inc 8 GAMES (worth £200) £139.00
AMS DDI-1 3" DRIVE and INTERFACE (was £159) £99.00
AMS FDI 3" SECOND DRIVE (CPC6128 and +3) (was £99.95) £79.95
SAM COUPE DRIVE £79.95
STAR LC10 MONO RIBBON .... 2 for £7.90
STAR LC10 COLOUR RIBBON...Original 1 for £8.95
PANASONIC KXP 1081 RIBBON .... 2 for £7.90
CITIZEN 120D RIBBON .... 2 for £7.90

**** ALL RIBBONS STOCKED - CALL US ****

GRAPHIC DEVICES AND ACCESSORIES

AMIGA, ST, AMS PC1512 Q-TEC MOUSE (was £29.95) £21.95
DATEL 48k/+2a GENIUS MOUSE inc ART STUDIO £49.95
DATEL +3 GENIUS MOUSE inc ARTIST II ... £49.95
DATEL 128k/+2 GENIUS MOUSE inc ADVANCED ART STUDIO £49.95

JOYSTICKS

ALL TOP MAKES STOCKED

SOFTWARE

ALL CURRENT AND MANY OLD FAVOURITES STOCKED AT AFFORDABLE PRICES

FREE PRICE LIST SEND A4 STAMPED SAE 27p.

NEW STORES

BIRKENHEAD
25-29 GRANGE RD, WEST. 051-647 3377

WEST KIRBY
2 ACACIA GROVE. 051-625 9199

WALLASEY

MAIL ORDER and PERSONAL CALLERS

25-29 GRANGE ROAD WEST,
BIRKENHEAD,
MERSEYSIDE L41 4BY.
TEL: 051 650 0501
FAX: 051 650 0506

BARCLAYCARD VISA — AMERICAN EXPRESS (WALLASEY ONLY) — LOMBARD TRICITY

BANK DRAFT
MASTERCARD
EUROCHEQUE

CARRIAGE CHARGES
UP TO £50 .... £2.00
£50-£99 .... £5.00
£100 Plus £10.00 Group 4 Courier

INSTANT CREDIT ASK FOR DETAILS

OVERSEAS CUSTOMERS WELCOME
EUROPE: PRICES AS SHOWN.
OTHER COUNTRIES: ADD 5%.
(HEAVY ITEMS CARRIAGE EXTRA)

MICROSNIPS

The Fuzzy factory

The saga of *Creatures II* continues with John and Steve Rowlands confessing to an 'April' Fool in the last ish (it was May, lads). Yes, the idea of an armed-to-the-teeth 'Retro-Clyde' was a joke, and the screenshot faked! The daft duo would also like to apologize to Thalamus's Dave Birch for the personal remarks made about him — they've promised to include some better ones this month!

Wednesday 13th February

John: Work continues on the Intermission Screen (you remember, the one with Fuzzies getting thrown off a cliff). Up to this point it hasn't mattered if the bouncing Fuzzies hit your pad or not, they will still automatically bounce back up again according to the direction the pad is facing. So the time has come to put a detection routine in (this'll be fun).

A long time ago in a galaxy far, far away — well Chelmsford, to be precise — there were three Wimpy bars. As time went by the people of this city — well me and Steve anyway — demanded something more, something bigger, and God sent unto us a Burger King (which was very large indeed). Since then a year has passed, and even Burger King has become boring (what is the world coming to?). So now there is a new burger joint in town, and it goes by the name of... wait for it... McDonalds!

Steve: Today we received a big brown parcel with eleven copies of *Creatures* inside. We thought that the lovely Dave 'I love pheasants' Birch of Thalamus had sent us some complementary copies, but this was not the case.

Apparently these games were RETURNS, and didn't work, but every single one that we tried to load, loaded perfectly — apart from the one that actually had *Midnight Resistance* recorded on it (I spent a few hours playing this — not bad).

Monday 18th February

John: Once I'd finished the detection routine I had to write a death sequence for any Fuzzies that Clyde misses and which therefore hit the ground. We then came up with the idea of Clyde and his buddy running off the screen and then running back on as 'medics', wearing little caps and carrying a stretcher. They will then pick up the injured Fuzzy-Wuzzy and carry him off to hospital. Well all this is written now, with just one little bug needed to be fixed: when I'm moving a horizontally expanded sprite off the left-hand side of the screen it disappears for a short time. This is a hardware problem and nothing to do with me — honest. It took me two minutes to fix it and if you are having a similar problem, then read the 'Technical Bitz' of this instalment for the solution.

Steve: I've been doing the medic caps for Clyde and friend. I've also designed the grabbing creature at the top of the screen, so John now needed to code it. After doing this John decides that some of the sprites are in the wrong place in the sprite bank so I have to rearrange the lot (wot a waste of time).

Now I'm adding to some music for the Torture Screens, which I now have 9-10 bits to choose from. There is one effect that appears in a lot of this music and that is 'note-plexing', which sounds pretty good and can be used in many different ways — for lead instruments or drums and percussion.

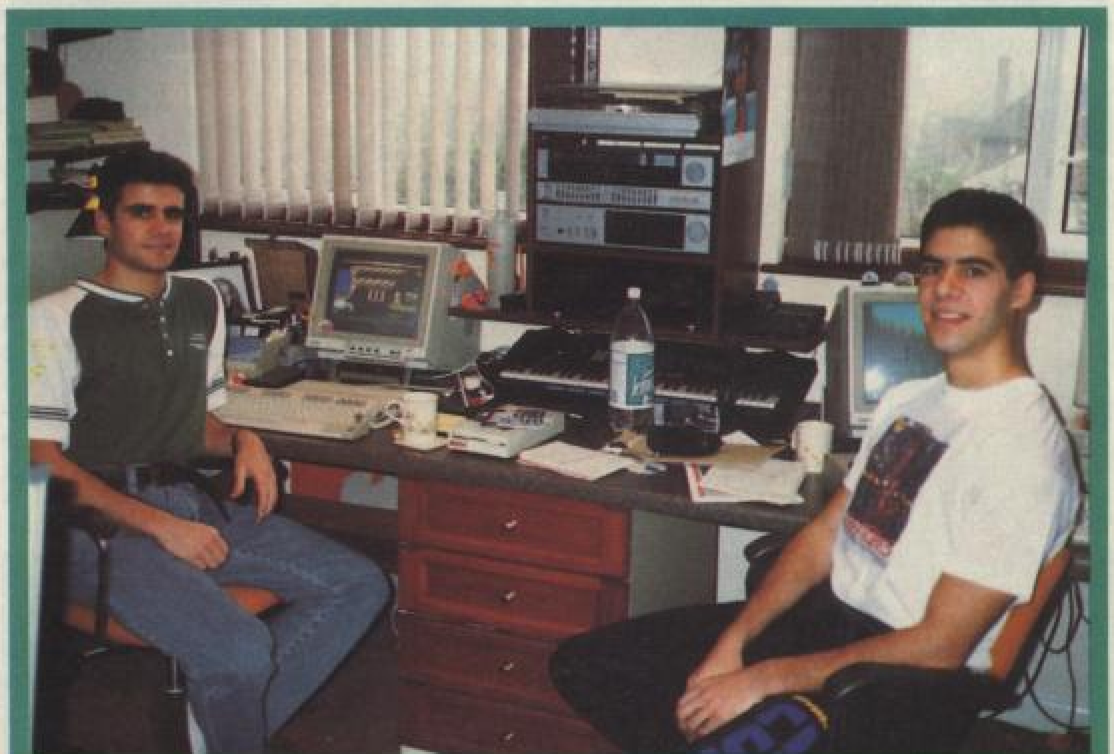
Tuesday 26th February

John: I've just completed coding the little guy whose job it is to throw the Fuzzies off the ledge on the right of the screen. As it happens he looks quite cute, lobbing Fuzzies off with a big smile on his face.

Steve: We had a visit from a good old (young) Dave Birch today, to discuss some major points in the game and some marketing ideas. First of all was the idea of having a big Clyde costume made for the September computer show. He would walk around promoting the game (or hold up the bar — whatever he prefers) and you could have your photograph taken with him (with a pint in your hand).

The next idea was to put the *Creatures* bugs in the boxes of *Clyde Radcliffe In Torture Trouble* but also put in an authentic adoption certificate with a ribbon tied around it.

Finally, the release of demos was discussed. Leading up to the release of the game there will be two demos. One will be of the Intermission, bouncing Fuzzies section and will be a 'look-at' version only. The other will be a fully playable demo of one of the first few Torture Screens.



● The Apex programming centre complete with the most important piece of hardware - the stereo! Steve Rowlands is on the left with one of those extremely rare C128s.

Friday 1st March

John: Throughout the game there will be coins (with the letter B on them), which should be collected by Clyde to highlight the letters of the word 'BONUS' in the status area at the bottom of the screen. When the whole word is lit up, Clyde is awarded a bonus life. Most of these B-coins will appear on the Intermission Screen and can only be collected by bouncing a Fuzzy over them.

I've spent most of the day reorganising the status area in the bottom border (see Technical Bitz for taking out borders) to try and get two sprites for the word BONUS. When I (eventually) did this I wrote the routines to highlight each letter.

Steve: I've been working on the music for the Intermission section and it's starting to come together at last. I also had the idea of having a new bit of music for when the medics pick up the splattered Fuzzy on the ground and it has ambulance sirens in the background.

For us to get a Clyde costume made we need to produce some rough scale drawings and a colour drawing of Clyde. Dave Birch is trying to find someone to make this costume but has not been successful, yet! Hopefully it will get done as it's a nice idea.



● Super-smooth animation requires plenty of work by graphic artist Steve, here's just a few of Clyde's animation frames together with one of the new baddies.

Tuesday 5th March

John: Over the weekend I coded a little editor which will enable our graphic artist (Steve — I think) to fill the screen with sprite animations. This will be used for any screenshots needed for these very pages.

Clyde now gains a bonus life when BONUS is highlighted. As with *Creatures* the status displays up to nine lives and remembers any extra ones.

On the subject of status areas (warning: serious moaning about to follow), if there's one thing I hate it's games which have teeny-weeny little playing areas and absolutely MASSIVE status panels. You know what I mean? They usually display the name of the game in some fancy logo, don't they? I'm so glad they do that. Quite often I'll be playing a game when all of a sudden I'll forget what it's called — better look at the ol' status panel — oh, I remember now!

Steve: The music for the Intermission Screen is nearly complete, but remember the music for the medics when a Fuzzy gets squished? Well, it's not in the game any more. It didn't have the desired effect so I'll have to do some sound FX or something soon.

It's back to work on the characters and window for the second Torture Screen. The design for this Torture Screen wasn't finished when I started the graphics so I'm adding ideas as I go along. The main objective of the Torture Chamber is to save a cage full of your Fuzzy friends. The cage is suspended above a lake of Acme Acid which is being pumped in continuously. Sitting on a rock ledge near the cage is a huge monster with a cattle prod in his hands. When the monster rams the prodder into the cage a cute furry Fuzzy falls feebly to his fate... or can he be saved?

Friday 8th March

John: At the top of the Intermission Screen is a creature that has become known as a 'Snatcher'. This rather large character flies around watching the Fuzzies bouncing below and when one comes near, he grabs him and carries him off screen.

His initial movement routine had him flying around randomly but this didn't look too hot, so I modified it to move in a preset pattern.

I also did a little update routine which lets you know how much time there is left to complete the screen in. As an afterthought it flashes when it's down to the last 30 seconds.

'The Fuzzies in the cage peer through the bars... next I'll make them squirm when prodded!'

Steve: Now I have loads of stuff planned for the Torture Screen, I'll carry on with the graphics. I have just done the Fuzzies in the cage peering through the bars and next I'll make them squirm when prodded. After a few seconds one will get pushed out of the other side of the cage. On the acid there will be a raft which is acid-resistant (obviously) with a cute little creature standing on the top, holding an oar (which is also acid-resistant). This little creature paddles along the acid and catches the falling Fuzzies.

Tuesday 12th March

John: The animation routine for the Snatcher is completed now, with him flapping faster when he's carrying a Fuzzy. This poor little Fuzzy also wiggles about whilst being carried off (thanks to Andy Smith for that suggestion) and he looks really helpless!

Steve: The second Torture Screen is being worked on at the moment, specifically the prodding monster. There are now nine frames of animation with a few expressions thrown in. When the fluffy Fuzzies fall feebly into the acid and dissolve they need some sort of splash animations. So I'll do that next, together with the skeleton animations for when all the Fuzzies' fur and skin are dissolved off.

Thursday 14th March

John: Today I started on the new Get Ready Screen. Once I'd got the Stage number and title printed we decided to chuck on some dancin' Fuzzies, with some pretty cute results.

Most of the text during the game (including 'Get Ready') is going to be colour-split. Unlike *Retrograde* and *Creatures*, where most text had its own bit of code to split colours, *Creatures II* is going to have a 'universal colour-split routine'. Yes, that's right, no more countless glitches to time out, no more split routines to write during the rest of the game — just one major routine that will handle any amount of colour, anywhere on screen and always be glitch-free.

Steve: Today saw the creation of more dancin' Fuzzies with a good little dance step ending in a pirouette.

After working on the Get Ready music for a while it got a tad booooooring. This was because the music wasn't brilliant, just good — and that won't do, will it? So I'll leave this piece for now until I can come up with something incredibly inventive. I have been going through some old music disks and found some pretty good music. There were three pieces that could be used by just adding ends to them and three good enough to go in the game but needing some work.

Monday 18th March

John: A small bug appeared in the Intermission Screen today, occurring when the Snatcher grabs a Fuzzy when there are three or four bouncing around. It would carry it off alright, but the creature who lobs 'em off the ledge wouldn't do it properly from then on! A little tinkering with my code and it now works perfectly.

I also made any Fuzzies that have just been saved a tad more appreciative. So far they've just stood there for a few seconds with a big grin on their chops. Now they actually thank Clyde and his friend for their help.

Steve: Did you know that in July/August 1990 we had a nice shiny new office built (thanks Dad!) with a few special features. One of these features was the cables built into the walls for the speakers to run through. There were four cables in all, two at the front and two at the back. When we moved into the office after it was built we just used the cables we had before and left the others to hang out from the wall.

Anyway, the point of this scenario is that I eventually got around to putting the speakers through the wall cables, but did it with the stereo on (whoops!). Two of the cables must have touched because one explosion later, the left channel of the amplifier was totally dead. So it's time to take the amplifier to a repair place.

Thursday 21st March

John: I've been working on the Title Screen today with some pretty damn good results. The first part is on light blue (as with *Creatures*), with text flying on from the left and the right. I also made the game go between different parts (ie Title Screen, Get Ready, Torture Screen 1, Get Ready, Intermission 1 etc). Now one thing became apparent. As it flicks between each part, minute glitches, character colours and colour splits sometimes appeared. This occasionally happened in *Creatures*, but I didn't have the time to take them out. Well for *Creatures II* I have! So I worked into the early hours of Friday getting everything looking 'well wicked'.

Steve: I've had some more brainwaves for dancin' Fuzzies. One is a starjump type of dance and the other is like a Pink Panther dance with the Fuzzy pointing up and down.

Back to the music, and some good stuff is in the making. If anyone out there was lucky enough to buy a copy of *Retrograde* you may remember the music from the bitmap loader. Well I ripped out the drums and started to put some cute stuff over the top.

Tuesday 26th March

John: I've been tweaking the gameplay for the Intermission Screen, making it relatively easy for the first time the player gets onto it.

Over the weekend I went to Southend-On-Sea with Andy Smith to check out some of the latest arcade games. To my surprise, there's quite a few good games around. I'm totally addicted to Rampart, which has average graphics and sound but incredible gameplay (especially with three people playing simultaneously). Some other cool games are *Bells & Whistles*, *Rad Mobile* (the 32-bit Sega race game), *Super Invaders '91* and *Space Gun* (which is as about as close as you'll get to playing the film 'Aliens').

I must also mention another game which isn't computer-generated. Two people sit on a seat in front of a massive machine which has five 'tracks' on it. At the end of these five tracks is a real cute little space alien who is trying to reach an energy block situated in front of the players. Each player has a lightgun which fires out (you'll never guess) a beam of light, sending one of these cute guys back to the end of his track if he's hit. Anyway, the game's called *Cosmo-Gang* and is a real crowd puller.

Steve: On the Intermission Screen there is a pine forest and waterfall in the background. We were going to have the same background for every Intermission section. This, however, was not a hot idea so I started to design some graphics for the one on the next level. I then thought that we could use the level names from *Creatures* to describe the background graphics, and to give me some inspiration. The first one is now called 'Watery Falls', the next will be 'Caves Of Slime' and then 'The Black Forest Of Gateau', etc. So I'm now designing some pretty hot caves.

I think John will soon be getting around to coding the first Torture Screen of the game, so I'd better complete the graphics for it. I needed an explosion for the lump of TNT so a nice 'BOOM' was put in. Also where the Fuzzy-Wuzzy was on the spit over the barbecue, I needed some smoke and fire for when he finally caught alight (Flame Grilled Fuzzies....Mmmmmmm).

● **A fiendish Fuzzy-Wuzzy torturing screen slowly takes shape. What on earth are the Acme balloons going to be used for?**

TECHNICAL BITZ

Expanded Sprite Movement
When decreasing a sprite's X position off the left side of the screen, its position changes from $00 to $FF [255] and its corresponding bit in location $D010 [53264] is set (its MSB). However, if it is expanded horizontally it will disappear for a short time. To overcome this modify your movement routine so that its X position changes from $00 to $F7 [247]. It will now move smoothly off the screen.

Note-plexing
This technique can give the impression of multiple channels and can have some very good results. This effect is achieved by rapidly changing a channel's note. Once you've done that, try changing its waveform too.

Removing Top And Bottom Borders
This routine must be constantly called at raster position $F9 in order to work.

```
NOBORDS   LDA   #$01
          STA   $D019
          LDA   $D011
          AND   #$F7
          STA   $D011
WAIT      LDA   $D012
          BNE   WAIT
          LDA   $D011
          AND   #$7F
          ORA   #$08
          STA   $D011
          RTS
```

Once this is running you will be able to place sprites in either of the borders, and can specify if you want border colour or screen colour (or a mixture of both) behind them. The last byte in the selected Video Bank controls this (it will be one of the following: $3FFF; $7FFF; $BFFF; $FFFF). Make it $00 to show the screen colour, $FF to show border colour or anything else to combine both screen and border colours.




HYDRA™
In the 21st century, you have to fight fire with fire.
Nothing is safe from vicious terrorists who rule the skies and the seas.
When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job – YOU!
Codename: HYDRA
Doomsday Devices, Crown Jewels, Mutant Virus Strains – they all need to be loaded on board your special craft and rushed to their next destination.
Your missions will take you all over the world, and it's not plain sailing!
Using your Hydracraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft. And to make your life really difficult, a terrorist mercenary – The Shadow" – lurks at every corner ready to steal your precious cargo.
Heart-pounding excitement, explosive action and superb sound and graphics – HYDRA delivers!
A perfect cure for the Summertime Blues!
Based on the smash hit coin-op!
Stunning speed and graphics!
TENGEN
The Name in Coin-Op Conversions
Available on Amiga, Atari ST, Commodore 64, Spectrum & Amstrad
Programmed by Ice Software ©1991 TENGEN Inc. All rights reserved.
™ Atari Games Corp. Published by Domark Software Ltd. Ferry House
51-57 Lacy Road, London SW15 1PR. Tel: +44 (0)81-780 2224
Amiga Screenshots
ICE SOFTWARE
DOMARK

Shoot-out at the mill

After the disappearance and transmutation of TGM into RAZE, Newsfield's HQ contains just two games mags and although we all know which one is best, the CRASH lads still fancy themselves as well 'ard gamesplayers. One quiet Friday the two mags squared off against each other, squinted in the flickery fluorescent lighting and reached for their joysticks...

This battle of the egos is one contest I, the glorious Scorelord (widely recognized as the universe's meanest alien and Earth's only intelligent life form), can't miss. So I slip into something heavy, uncomfortable and very menacing for a quick beam-down. Ever since that embarrassing police investigation (over the attempted murder of the Ed), I've been spending too much time in orbit. But with my intergalactic megacruiser programmed to bomb the planet in the event of any 'difficulties', I think can be sure of a peaceful time torturing the Newsfield wretches. In fact after their investigations I'm fairly sure the police are disappointed the whole lot of them weren't wiped out in the first place!

Ach! I remember the days when that Wynne wimp was hospitalized and I was the Ed. The rotund Phil pounding his keyboard in time to the electroshock treatment and Robin frantically scribbling maps for his one farthing a day. They didn't blink without my permission! Upon my return I find a dozing Phil slumbering over his keyboard while a drooling Robin murmurs suggestive remarks down the phone to Blodders. As the flash of my teleporter bounces around the room, Robin wets himself and Phil almost wakes up. A white-faced Ed clutches his side and murmurs, 'Not again!'

His continual efforts to get me implicated in that attempted murder are pitiful. 'Hello, friend!' I shout and give him a friendly pat on the back which knocks the weedy wretch to the ground. While my kevloid boot 'accidentally' grinds his hand into the carpet I suggest that I should organize the battle of the mags. I decipher his whelps as agreement and reluctantly let him go. Before my optical sensors can blink he's disappeared up into the Mac department. Good riddance I think, and grab Robin by the front of his disgustingly psychedelic shirt — 'Get the first game loaded!' I shout at him the required three times (any less and it doesn't sink in). As he scampers off I examine the slumbering Phil, sadly the 'stylish' moustache is gone so I can't rip that off, instead I snap his belt in three notches and yell 'Health Farm!' down his unappetising lughole. Gasping breathlessly the red-faced Phil lumbers off to get the CRASH lads. After the last two reader challenges (which Phil and Rob 'won' with more cheating than a local by-election) I'm determined to defeat the ZZAP! team.

Unsurprisingly CRASH's cowardly Ed claims he's too busy to take part (he has got his greasy quiff to maintain, I suppose), so my hopes rest on the uncertain shoulders of trendy Nick Roberts and Mark Caswell (even taller and heavier than me, and he doesn't even wear any armour!) Anyway, so that this dim lot can understand the challenge the details are kept simple. Each wretch picks one game for the challenge, these four games are then played in turn, with four points awarded for coming first, three for second place and so on. After a short pause for thought (well, actually a rather long pause with this lot), they come up with their choice of games. The rules for these are as follows: on *Turrican II* and *Narc* each player has ten minutes to score as many points as possible, using continue-plays or restarting if necessary (surely no-one can be this bad!). On *World Games* and *Super Scramble Simulator* the games themselves allow four or more players to take part and they decide the winners themselves. That is if their dim intelligences can get the games loaded in the first place... but no the first game has just started burbling its merry tune. Time to start!

PHIL'S DILEMMA

Since Robin's nicked *MicroProse Soccer* for Blodders (what else can they do together?), Phil has to pick a non-footie game to play (gasp!). Using his famous Clee Hill wit and intelligence Phil has picked *World Games*. The fact that neither he nor Robin has played it much while Corky has spent the past month reviewing it for ZZAP! doesn't trouble this recent winner of a Clee Hill Pub Trivia Quiz (the other entrants were obviously sheep!).

The opening stage baffles everyone initially, but I cuff Corky around the ear (after standing on a chair) and remind him it's simply where everyone picks their country. Corky promptly picks Brazil (where, after his latest failed romance, he plans to emigrate), Phil chooses Italy (where everyone is fat and footie mad), Rob picks America (because they've got the biggest rockets) and Nick goes for Britain (he's patriotic! Chortle!).

The first event is weightlifting which Corky gets to go first on. A stroke of luck since the way the game works is whatever he lifts sets the minimum weight



● The incredibly smug Welshman shows off the fingertip method of playing *Turrican II* to widespread disgust!

for the others to lift. For the first round he's sickeningly nice, going for a lowly 75kg. He lifts it effortlessly, as does Phil and Robin. Unfortunately Nick, my best hope of trashing the ZZAP! wimps, hasn't practised the game. He fails and stomps off muttering some weird Earth expressions that all seem to have four letters in them. Obviously some kind of appeal to a higher force for inspiration.

On the next round Mark demonstrates a nice nasty touch by lifting 120kg. Robin whines and fails his go, but the disgustingly loathesome Phil goes for 130kg and does it! Agh! And Nick repeats his past performance...

A worried Mark goes for 130kg himself, but drops it (tragedy). I'm sure Phil must have breathed on him or something. The Welsh whiner succeeds though, and Phil goes for 150kg. He succeeds and the first part goes to the ZZAP! imbeciles.

There's still the 'Clean and Jerk' weightlifting, though; more brains are required in this so flabby Phil should be stumped. Mark goes for vengeance with 140kg, succeeds, and leaves Robin wimpering 'Mummy' on his unsuccessful attempt to follow. Phil does it though, while Nick rather oddly attempts 225kg (brave — but futile).

The next round sees everyone fail. No comment.

Corky again bravely tries 155kg, almost gets there but fails. As does Robin. But the obese Phil somehow flukes a lift, equalling Corky's performance here and thus wins with his advantage from the first go. Depressed, I swig down some Vim and consider the scores:

PHIL 295kg Gold (5 pts)/CORKY 260kg Silver (3pts)/ROB 135kg Bronze (1pt)/NICK 0kg (0 pts)

Barrel jumping is the next event and surely Phil's never going to get off the ground here. Unfortunately real weight isn't taken into account and in the first two rounds he clears first eleven then twelve barrels. Corky keeps with him, while Nick leaps absolutely perfectly — but for the fact he forgets how to land and goes through the ice every time! Robin is predictably erratic, twice hitting the first barrel but finally clearing eleven. This third round sees Phil fail completely, while Mark clears 12 only to tragically hit the 13th barrel.

PHIL 12 barrels Gold/CORKY 12 barrels Gold/ROB 11 barrels Bronze/NICK 0 barrels

The next event is cliff diving. Everyone picks the highest jumping point for maximum points, but wind provides some hazard on the longer dive. Predictably the featherweight Hogg is blown all over the place and continually whinges about it. He makes just one successful dive (57 points). Nick finally gets his act together and makes two good dives, the best one winning 68 points. Phil suffers from a lot of wind, but he's used to that and after bribing the judges gets 82 points. Corky tragically falls just short of thrashing the funky farm boy with 77 points.

PHIL 82 Gold/CORKY 77 Silver/NICK 68 Bronze/ROB 57 (ha! ha!)

The next event is the superfast scrolling Slalom Skiing which requires quick reactions and brains. The ZZAP! team haven't a prayer. Corky whizzes off to a blazing 1:38:08 time (albeit missing nine gates). Nick goes slow and misses 14 gates! No-one can do worse than this surely. The tipsy tipster gloats over this and sits down promising a world record. The event starts, he hits the first flag and is



disqualified! Everyone rolls about laughing while Robin turns brick red. Phil, still quivering with giggles, sits down for his own go but an early flag poses a question — should he miss it or try and go around it. Clearly this requires thought and as the catatonic Phil sags back in his chair, eyes revolving, his skier goes straight into the flag. Disqualified!

The next round sees Corky beat the official world record with a terrific 1:27:14. Sadly Nick is disqualified on virtually the last flag after doing well. Robin sniggers and rushes downhill on a desperate bid for respect. Corky's time looks threatens until he turns around to start boasting and yes!, hits another flag! Phil rolls up his sleeves and confidently begins his own run. He too has a good start but a quick rattle of his bulging lunchbox fatally distracts the podgy porker into a fatal mistake!

CORKY 1:27:14 Gold/NICK 2:24:98 Silver/ROB Fault/PHIL Fault

Log rolling is the next event, pitting Nick against Phil, and Corky against Robin. Blubbing about his skiing fiasco, Phil uses all his dirty tricks to win through. On his last go he even unplugs Nick's joystick! Such dastardly dodges are disgusting (why didn't I think of it?!). Robin is the hot favourite for log rolling as it's one of his few good events. Fortunately he's so embarrassed from the Slalom that he goes to pieces and manages just one win out of three.

CORKY 5pts Gold/PHIL 4pts Silver/ROB 1pt Bronze/NICK Fault

Bull riding is predictably Phil's best event. Once he clambers on the poor animal it simply sags to the ground under his great weight. Three wins in a row for the gutbucket! Corky has to rely on his skill and twice gets very close to riding it out for the required eight seconds. Poor Nicko isn't quite so good, he stays on for 0.93 seconds, 1.31 seconds and 0.94 seconds. Hmm. Thankfully Robin isn't much better and wanders off whining 'it's impossible'.

PHIL 75 points Gold/EVERYONE ELSE 0 points (especially Robin!)

Tossing the caber is the sort of daft sport the ZZAP! lads have a chance on. Both Phil and Robin fluke good throws. Sadly Nick doesn't. On his three turns he drops the caber on his toe once, and head twice. Corky has had more practice, but resplendent in his kilt he falls to a crude ploy from Phil that his hem is showing and drops the caber twice before managing a respectable 32' 11".

PHIL 36' 4" Gold/ROB 36' 2" Silver/CORKY 32' 11" Bronze/NICK 10 bandages and 2 plasters.

Sumo wrestling is the battle of the suet puddings and Phil seems a dead cert. Fortunately he forgot you still have to actually move in the match and while grinning to himself in sickening self-confidence, Robin lightly taps him on the nose. A look of dread crosses Phil's face as he starts tipping backwards. Short, stumpy arms desperately waggle, but it's futile and Ludlow's lard lummock crashes out of the ring. He he he! In the match between Nick and Mark two joysticks are totalled, but Nick comes out on top.



ROB 62 points Gold/**NICK** 39pts Silver/**PHIL** 23pts Bronze/**CORKY** 13 pts

And there we have it, after a long and exhausting contest Corky managed an absolutely stunning 22 points overall and very nearly won. Nicko, despite never playing the game before, managed a respectable 7 points overall (just four points less than the wacky Welsh person). The ZZAP! lads have been humiliated, Robin coming third on a C64 game while Phil, uhm, got a few points as well.

FINAL STANDINGS

Player	G	S	B	Overall points
PHIL	5	1	1	29
CORKY	3	2	1	22
ROBIN	1	1	3	11
NICK	0	2	1	7

DESPICABLE DIRTY TRICKS

Narc is possibly the best coin-op conversion the pathetic Spectrum has seen in years, packed with violence it's my sort of game and the rout of the ZZAP! wimps is all but certain. To save time a +3 is used, but its disk drive makes the Commodore's seem fast. After one attempt at loading fails, the game finally gets it together, but the intro sequence takes so long it's decided the timer shouldn't start until play actually begins. This should give my CRASH challengers the maximum time to humiliate the pathetics from ZZAP!.

Corky starts off brilliantly, keeping crouched down to avoid bullets he blasts an awesome swathe of destruction through the street scum on level one. Unfortunately as he goes down into the subway Robin starts muttering loudly to Phil about special tactics. This obvious attempt at distraction is quite reprehensible and I threaten them with playing my hideously awful high-tech death-dealing sonic beam (a Chesney Hawkes LP!). The twitchy twosome scurry off, well, Robin does — Phil sort of rolls. Corky then goes on to complete level one for a respectable 22,275. An interlevel sequence takes an incredible minute to be pulled off disk, but once level two starts Corky smoothly gets back into the killing groove. Following a bloodthirsty track even I admire, Corky takes a few hits but he bravely pushes on, speeding along to complete the level. Suddenly tragedy strikes: with Corky mere millimetres from the exit a lucky bullet kills him, all his bonus items are lost and he smashes the joystick down (reducing it to 127 pieces). Roaring with bloodlust he kicks a filing cabinet out the window and stomps off. Final score: 32,875. Could've been twice that if he went through the exit, but the lily-livered ZZAP! lads will never beat it.

First off is the reedy boyo from the valleys. As I suspected he hasn't the guts to imitate Corky's bold attacking tactics. Instead he cowers around, hiding behind lamp posts, shooting villains in the back and grabbing all the bonus items. He even ARRESTS people for bonus points rather than simply blowing them away! It turns my stomach to see it, but these sneaky tactics are working. When he finally exits level one with 13,625, his bonus loot increases his score to 32,275! Completely unfair. His cowardly tactics gain him 38,000 in the end. Disgusting.

Next up is Phil, this quivering jello mound is even more cowardly than Robin (it is possible!). He trudges along at his typical, elephantine pace and when he gets to level one's exit he's either too lazy or scared to go through it. He squats in the middle of the screen and crushes the villains until he's lost almost all his lives and energy. When he finally goes through the exit he has just 11,425 points, but the bonus gives him 34,925. He dies soon after (his complete lack of skill amazes even me), but the continue-play keeps his old score and he goes on to score 41,625! Feeling ill at such pathetic play I shoot Phil with a neutron-tipped explosive dart, sadly it gets lost in the rolls of fat and is never seen again. The dopey farmer doesn't even notice.

Although Nick doesn't even like Narc that much, he too is appalled at such slimey tactics and resolves to show everyone how to play the game properly. No bonus points arrests for him, he shoots everyone and everything, speeding through level one to exit on 8,700 (his bonuses take him to 16,975). Brave tactics, brave indeed. Sadly unprofitable though. Nevertheless if he can complete level two he has a chance. Showing incredible skill and courage Nicko amazingly battles through to the exit. He's going to do it! But gasp! There's a glitch, the door won't open. Phil and Robin fib and say he must've missed the key somewhere. In the confusion Nicko runs out of time. Enraged by the dirty tactics he pulls the plug with just 29,075. A fitting end to a tragic round.

PHIL 41,625/**ROB** 38,000/**CORKY** 32,875/**NICK** 29,075

TERRIFIC TURRICAN TWO

The ferret-like Welshman had picked his game with the kind of deviousness which allowed him to win the last challenge. Not only has no-one on CRASH played *Turrican II*, but to make really sure he's just spent the past few weeks mapping all the secret bonuses! Sinking back into the Ed's chair I glumly sip Domestos while the sneaky slimebag shows off all his tricks. He even shoots the 'down' arrow for extra points. Grinning so broadly the rest of his face practically disappears he cheerfully boasts about his prowess. 'I don't need these extra lives, I'm just getting them for points.' I retch down the back of his shirt, but with the hideous pattern it's an improvement. After cleaning out level one with 56,290 he reluctantly goes on to level two, clearly certain he can't be beaten, and finally boosts his score to 66,620.

Phil hasn't played *Turrican II* much, it hasn't got a ball in it, but after lots of slobbering pleas to the gloating Welshman, Robin finally decides to give him some help. As he sits down a funny, extremely repugnant smell wafts through the room. Apart from Corky, who falls to the ground with a crash, no-one comments on fatty Phil's nervousness. Anyway it turns out Robin's skill was fairly meagre and Phil is soon catching up. He exits level one with 50,000, but a worried Robin misleads him over how much time is left and he ends up with just 53,840.

Maybe there's hope for Corky.

Maybe not. With Robin and Phil doing their



● Phil tries to make his getaway but his massive bulk means the Metro won't budge an inch! The failed challengers suggest he stay behind for a special 'roast Phil' party!

best to distract him, Corky loses a life in 20 seconds, and after two-and-a-half minutes is dead. He uses a continue-play to come back, but in four minutes he's dead again and there's no more continue-plays. 19,150. Rightfully complaining about ZZAP! dirty tricks Corky bangs the joystick down and walks off. I knock Robin and Phil over, then urge Corky back into his seat. Reluctantly he agrees. After a bit of practice he's better — by the time he continue-plays again he has 19,900. In psycho mode he storms on to 30,750 before dying again with twenty seconds left on the clock.

I am determined not to repeat this fiasco and despite Robin's protests tell Nick how to use the weapons. Although Robin's practised on all CRASH's games he thinks Nick having one practice go is unfair. I push the whiner out the window and as the wind blows him around for a couple of minutes I show Nick some maps.

Rather than Robin's typically weedy tactics (stay on easy level one and grab lots of bonuses), Nick goes for progress. After just three minutes he has 21,700, the samurai robot is defeated with skilful use of the beam weapon and he exits level one on 39,700. Three minutes are left after amazing progress, unfortunately level two's collapsing blocks make for a costly start here. Nick keeps going though and comes to a weird room where dozens of stainless steel balls continually fall from metallic generators. Nicko gets the beam weapon going and promptly discovers the balls are never ending. Standing still he masses a humongous 108,520. Not quite the sort of tactics I like to see in the high score table, but just this once I think they're acceptable. Nick has won by a mile. The Welsh leak stutters a lot of gibberish then collapses. After all his underhanded tactics he's lost on his own game! I laugh so hard I crack my helmet!

NICK 108,520/ROB 66,620/PHIL 53,840/CORKY 30,750

SUPERB SCRAMBLING SUCCESS

This ancient Gremlin game takes its time to load off cassette, but it's worth it. The first round sees Robin and Phil so humiliated they quickly call it a 'practice round'. Eagerly expecting their complete wipe-out I accept. There's also the disturbing fact Corky started his go on this Spectrum game by stalling twice, crashing three times and skidding once before running out of time. Nick is superb though. In the game proper he starts the first group of three course on the hardest one (even though failing a single course means instant disqualification). No worries. Nick sets a new record for 58,929 points, with plenty of time in hand. He takes the next two courses with similar ease, more records fall and he amasses a gigantic 181,106.

After his hideous practice session Corky thankfully comes back on form, he completes course one easily, falling just once. 47,080, including a forty-second time bonus. Sadly it all goes wrong on the next course. Some tree trunks lead to a couple of crucial stalls. Corky comes roaring back only to run out of time millimetres from the finishing line. Another tragedy. If he'd had just a few seconds more here and on Narc it could all have been so different...

Thankfully the Welshman with a head so big he looks like a lollipop does little better. After a sickeningly flawless ride on course one (57,748), course two utterly overwhelms his puny mental resources. Tree stumps require too much thought and he falls off twice before falling back to his old tactics: cheating. He deliberately stalls the bike so that he'll get taken past the obstacle, but it's too late. Game over. Ha!

The unshaven Phil, looking rather like an overweight Polar Bear shorn of all its fur, ambles over to the game knowing he's already virtually certain of overall victory. He's too dumb to relax though, and sweats over the first three course so much the Speccy starts steaming. Through the fog Phil somehow completes all three courses, albeit using Robin's deliberate stall cheat to get through course three. (107,105)

The second lot of three courses sees a cheery Nick select the toughest course to begin on. He gets off to a great start but a few minor errors see him just run out of time. 196,746.

Of course anyone with any honour would go for course three as well, especially as Phil now has enough points to certain of second place and overall victory. Our weeble-like champion is too cowardly to change his ways though and goes for easy-peasy course one. To mocking catcalls from everyone with a sense of fair play he attempts to win even this game after Nick's tragic mistake. Fortunately the fat boy hasn't the skill even to complete an easy level. He rolls into a skip, and feeling so much at home among all the rubbish, he wallows there until time runs out.

NICK 196,746/PHIL 118,880/ROB 67,932/CORKY 56,266

OVERALL

PHIL 13
NICK 10
ROB 10
CORKY 7

Well, there you have it. An utterly marvellous comeback by Nick, winning two games in a row and defeating Robin on his own game. Magnificent. As for Corky, a clear tragedy, with just a little luck he might have won this contest. Clearly someone's put something in his coffee and after using Robin's head as a toiletbrush he confesses it's him. Disgraceful, but at least the universe's greatest gamesplaying ego has been utterly humiliated. Already he's whining and moaning about *Turrican II*, about how Corky misadvised about his lives on *Narc* (he! he!) and Blodders not being there to cheer him on. It's been months since I've been so happy. The only fly in the ointment, or rather blimplike fly crushing the ointment tube, is farmer Phil, the intellect of Clee Hill and part-time Tarmac flattener. After being utterly destroyed in the last challenge he's obviously been on steroids or something — it can only be a matter of time before the side-effects cause him to explode!

Eat my shorts if we're not giving away this radical SiMPSoNS PiNBALL!!



Well here it is the biggest pinball sensation in years - The Simpsons! And you can get this machine which is worth £2500 into your bedroom, if you're the winner of our crazy competition!! We've colllected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! Just...

Call 0898 404610

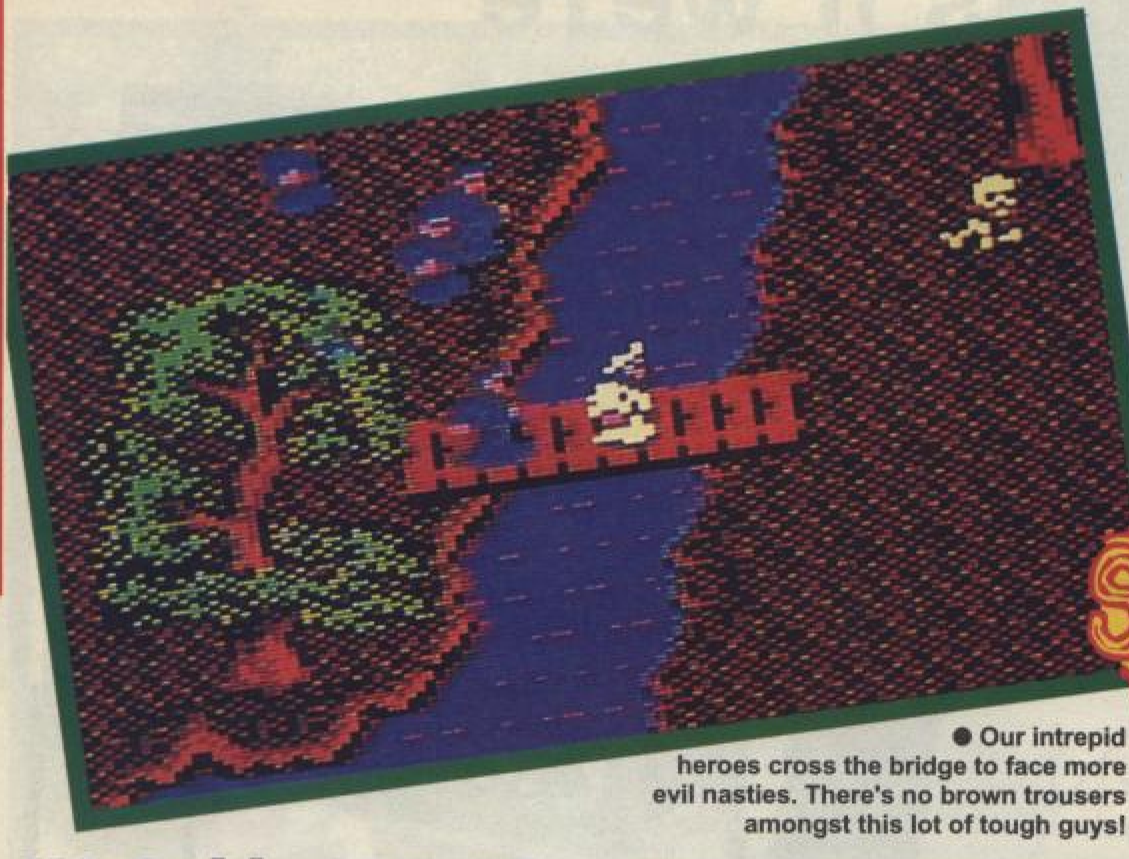
A Commodore Amiga Computer complete with colour TV is waiting to be won! So call... 0898 404612



You could WIN this awesome foursome! Take control now and Call 0898 404611



Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For details of winners send SAE to: Pepperoni, Sandylands House, Morecambe, LA3 1DG Please ask your parents permission before you call. Average length of the call is 5.5 minutes. These lines are unofficial and have no connection with the featured characters or their business organisation.



● Our intrepid heroes cross the bridge to face more evil nasties. There's no brown trousers amongst this lot of tough guys!

US Gold, £10.99 cassette, £15.99 disk

One of the world's most successful coin-ops has had a whole new dimension added by Mancunian wizards, Software Creations. Barbarian Stuart Wynne goes adventuring!

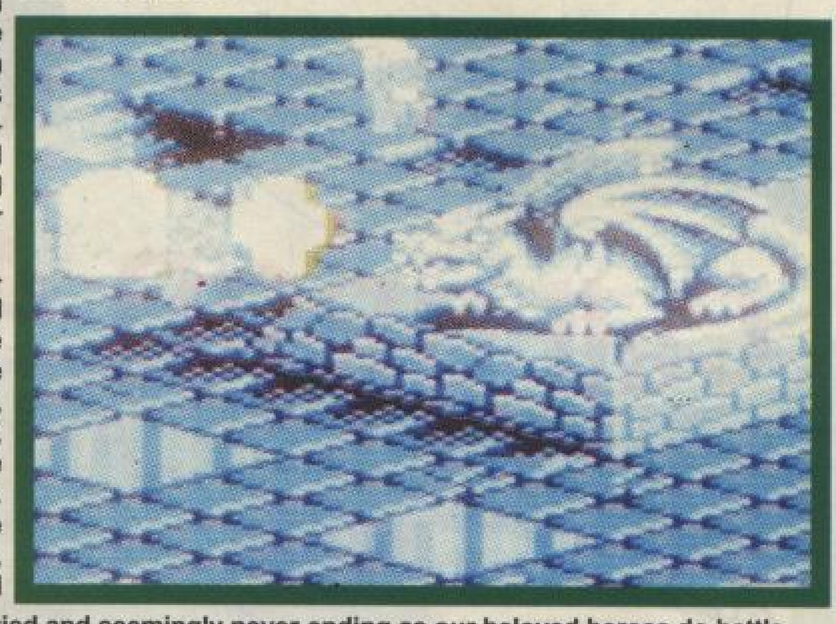
The island of Capra used to the most peaceful place on earth. A spell was cast centuries ago which stated that if war ever broke out between any of Capra's eight kingdoms the gates of hell would be opened. Since that day no-one has been daft enough to even start an argument with his neighbour... until now. A race of evil creatures called Velcrons have managed to trick the people into war, breaking the law with apocalyptic consequences. Worse, the original spellcaster — Magnus the Wizard-Eternal — has been kidnapped.

The island's only hope is for one or two champions to embark on an incredibly dangerous quest to drive the evil hordes back beyond the gates. Each of Capra's eight realms offers their bravest hero to take part in the fearsome quest. From the original *Gauntlet* there's Thor the Warrior, Questor the Elf, Merlin the Wizard and Thyra the Valkyrie. They're joined by Petras the Rockman, Blizzard the Iceman, Neptune the Merman and Dracolis the Lizard Man. Each has individual ratings for armour, shot-power, hand-to-hand combat, magic and shot-speed, plus their own unique weapon. The chosen champions must travel through each of the eight realms: the Tree, Mountain, Swamp, Volcanic, Sea, Lost City, Ice and Magic Kingdoms. These are all quite brilliantly drawn, packed with detail and imagination. Amazingly each also incorporates five sub-levels. But obviously the most impressive aspect is the isometric 3-D. Not only do the graphics look good but the program works out graphic priorities so precisely that if you go behind a tree you can still see your character between gaps in the leaves! Quite simply this is the best isometric 3-D we've seen. Sprites do flicker a bit, but Software Creations' ambition is incredible

IMPORTANT!

So far we've only seen the superb disk version and a cassette version is still a way off. Frequent, if brief multiloading and a measure of backtracking mean a cassette version will need some imagination to work. Possibly a more fixed game structure with less exits. In any case ZZAP! will bring you a full update on the cassette version as soon as possible.

● Look out! It's the fiery dragons with icy breath! Brrrr! And how cold they are too!



● The fighting is frenzied and seemingly never-ending as our beloved heroes do battle with the denizens of darkness in Gauntlet 3!



UNTLET 3 FINAL FIGHT

and for the most part it comes off brilliantly.

There's still lots of hackin' 'n' slashin' though. Tumbling out from the generators come sixteen different monsters, ranging from the familiar Death to new ones like plague dogs, crabs, jellyfish and mud monsters. There's also some fearsome dragons with icy breath.

A large part of the game involves crisscrossing the large kingdoms in search of keys and other items vital in completing the quest. Energy is lost by enemy hits, but can be restored by picking up food and drink. Also lying around are magic potions to improve a character's various ratings. Even more valuable are amulets bestowing powers such as invisibility. Besides the normal treasure chests there's special locked ones containing treasure, potions, food or even traps — but opening them requires the same keys as doors!

To be honest I was never a big fan of the *Gauntlet* games with their simplistic graphics and repetitive gameplay. *Gauntlet III* is a huge advance, though. The endless battling may still be a bit repetitive, but the quest element works well while the graphical brilliance makes progress utterly compulsive. For disk owners at least, *Gauntlet III* is unmissable.



The quest element may be simple — just find a couple of objects per level and use them in the right places — but finding them takes a good search pattern. And, of course, all the time the great range of monsters are attacking. Combat isn't as frenetic as on the old *Gauntlet*, but the new monsters are great and you're often confined in small areas where fighting is intensive. I also love the way the boring old *Gauntlet* walls have been replaced by barriers such as rivers, lava flows and so on. The graphics are simply gorgeous, mindblowing for the C64, and everything moves quickly (faster than the Amiga, in fact!). Software Creations have been working on this for well over a year and it really shows. The realms are all dramatically different and even the sub-levels have some new touches. As much an exploration and mapping game as a combat game perhaps, but still great stuff!





THE GAUNTLET STORY

A 1985 Atari coin-op, *Gauntlet* was a massive hit due to its innovative four-player facility. The actual gameplay was simplistic, a cross between maze-game and shoot-'em-up with a few magic potions thrown in for good measure.

A graphically spot-on two-player conversion was released by US Gold in 1987, including all 512 levels (lots of fast multiloading) and earning 93% in Issue 22. Amazingly another 512 levels (*The Deeper Dungeons*) were promptly offered as a £6.99 add-on. Could anyone really need 1024 levels?

Atari's own sequel, *Gauntlet II*, boosted the total to 1124 and added a couple of new features including a dragon, but wasn't a dramatic improvement. US Gold's conversion boasted improved graphics, 'no bugs' and got 81% is Issue 35. Both *I* and *II* are currently available from Kixx.

Needless to say there have been numerous clones of the game style, one of the most recent being *Time Quests And Treasure Chests*, developed by Epyx for their handheld Lynx machine. When Atari bought the Lynx they retitled the game *Gauntlet: The Third Encounter*, but until now no-one has produced a dramatically new *Gauntlet* suitable for the '90s. Software Creations' bold 3-D system and imaginative game design have certainly done this. In fact, Atari are currently considering a coin-op version!

● This is the best isometric 3-D we've ever seen with the beautiful backdrops scrolling smoothly in four directions. Cor! Even smoother than Robin Hogg! (Liar!—Ed).



CREDITS

Programming: Martin Howarth
Graphics: Martin Holland
Additional Graphics: Haydn Dalton
Sound: Tim & Geoff Follin

PRESENTATION 90%
Nice title page, excellent character selection screen, simultaneous two-player mode, map screen and disk access for every sub-level (thankfully fast).

GRAPHICS 97%
The eight realms are incredibly varied, beautifully drawn and the isometric 3-D is excellent. Probably the best backdrops ever seen on the C64. Sprites are obviously rather small, but they work well and are nicely varied.

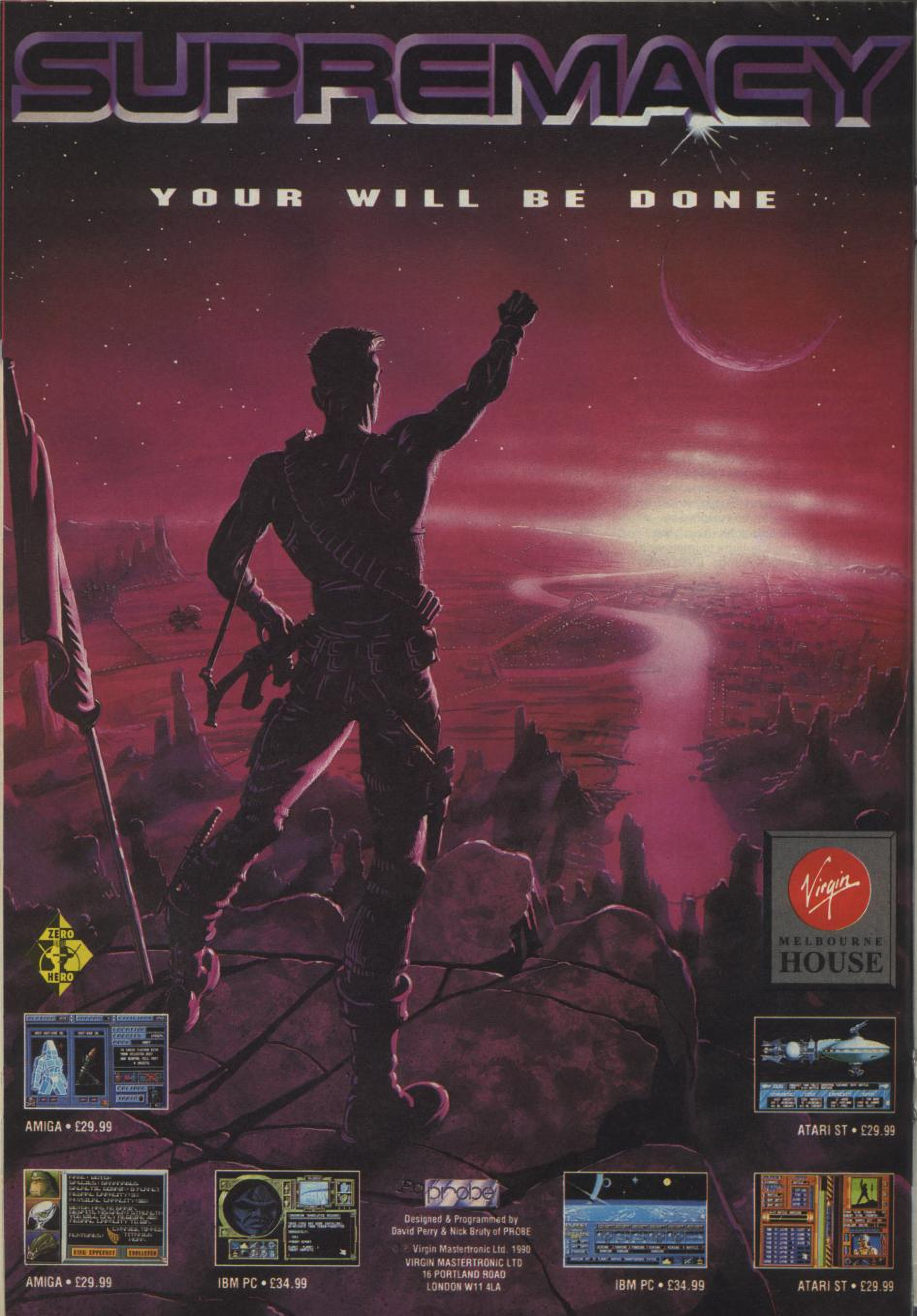
SOUND 90%
Typically stylish intro tracks by the Follin brothers and good in-game FX.

HOOKABILITY 91%
Couldn't be easier to get into, instantly addictive with lots of treasure and potions to collect.

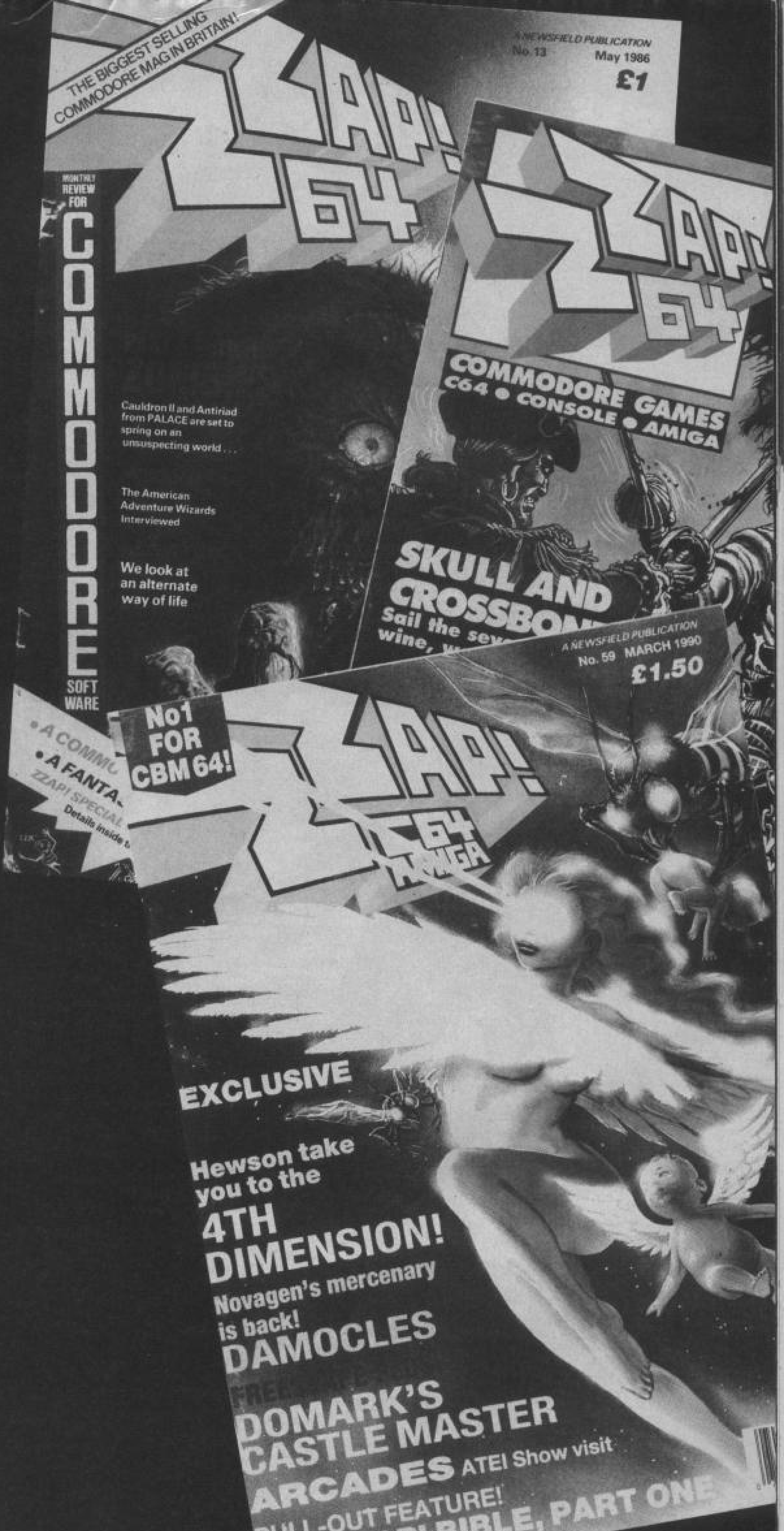
LASTABILITY 93%
Gameplay can be a little repetitive, but varied levels keep you coming back. A huge challenge which won't let go until you finish it!

OVERALL 92%

If only coin-ops were this ambitious! State-of-the-art 3-D, masterpiece backdrops and good gameplay make this a true classic.

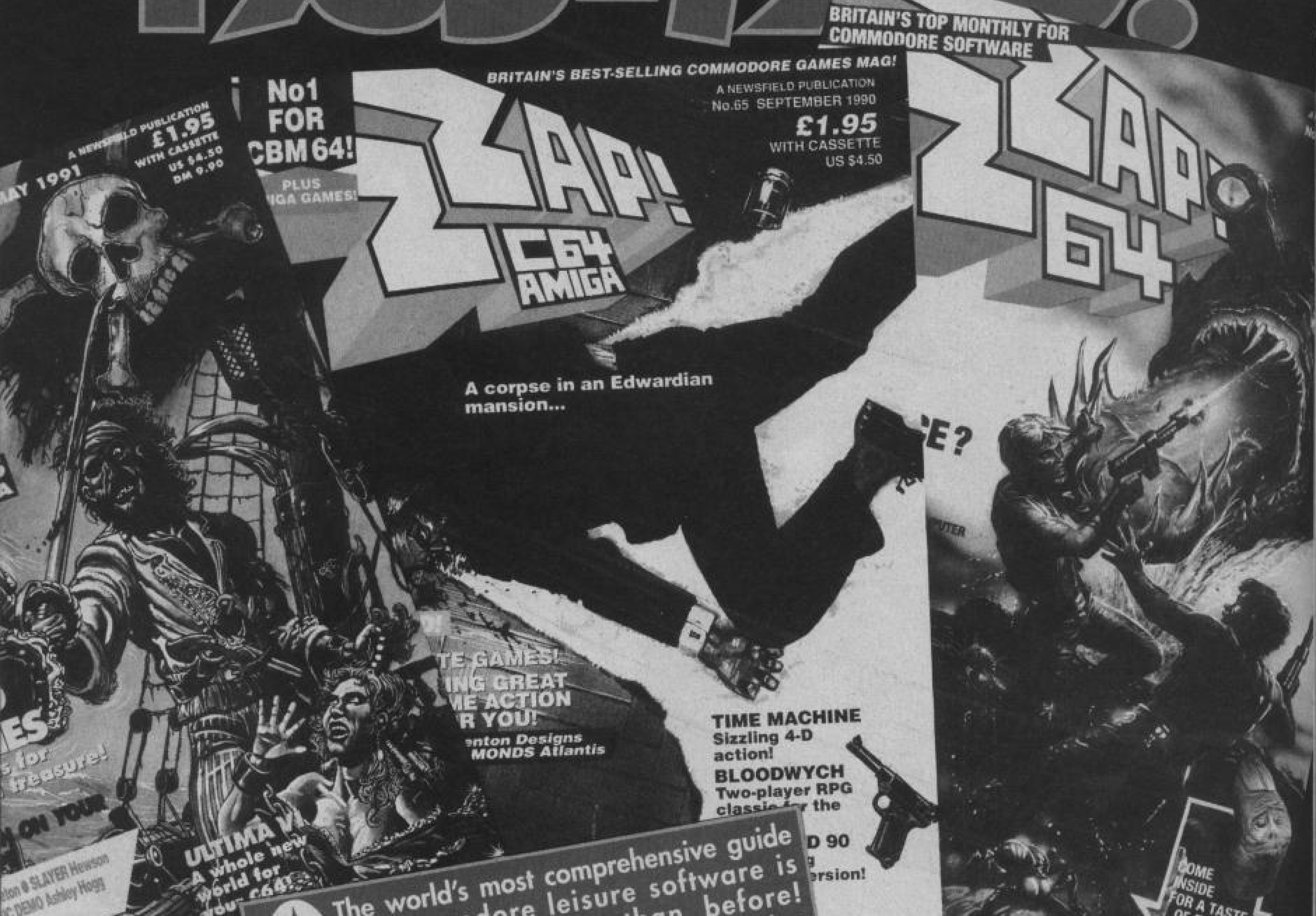

SUPREMACY
YOUR WILL BE DONE
ZERO HERO
Virgin
MELBOURNE HOUSE
AMIGA • £29.99
ATARI ST • £29.99
AMIGA • £29.99
IBM PC • £34.99
probe
Designed & Programmed by
David Perry & Nick Bruty of PROBE
© Virgin Mastertronic Ltd. 1990
VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD
LONDON W11 4LA
IBM PC • £34.99
ATARI ST • £29.99

THE COMPLETE ZZAP! INDEX 1985-1990



• THE ULTIMATE GUIDE!

THE COMPLETE ZZAP! INDEX 1985-1990!



The world's most comprehensive guide to Commodore leisure software is bigger and better than before! Hundreds of games are listed showing not only when they were reviewed in ZZAP!, but also the exact overall percentage awarded and any subsequent remarking if the game was reissued on budget. In addition to the updating of these C64 and Amiga game indexes, Phil's compiled a complete 'Think' index — a list of all the adventure/RPG/strategy games ever reviewed in ZZAP!. So if you want the truly authoritative guide to Commodore games reviews, remember it has to be ZZAP!

NB: Due to the massive size of the ZZAP! Index it's been split into three parts, with the parts 1 and 2 in Issues 72 and 73 respectively.



C64 STARTS HERE!

TITLE PUBLISHER % **ISSUE** (PAGE)

3-D Pinball Mastertronic Plus 41% **71** (55)
4th & Inches Accolade 90% **36** (88)
4th Dimension Hewson 90% **59** (8)
4x4 Off-Road Racing Epyx 56% **43** (22)
180 MAD 70% **20** (163)
720° US Gold 85% **34** (78)
1942 Elite 58% **21** (193)
1942 Encore 87% **52** (57)
1943 American Action 21% **22** (109)
1943 Capcom/GO! 30% **44** (32)

Aaargh! Melbourne House 26% **54** (22)
Ace Cascade 90% **8** (26)
Ace II Cascade 81% **30** (98)

Gold Of The Aztecs US Gold 79% **66** (94)
Goldrunner II Microdeal 64% **49** (82)
Grand Monster Slam Rainbuw Arts 72% **51** (74)
Grand Prix Circuit Accolade 62% **53** (18)
Gravity Imageworks/Mirrorsoft 76% **62** (77)
Greg Norman's Ultimate Golf Gremlin 76% **67** (20)
Gunship MicroProse 67% **52** (76)

Hammerfist Vivid Image/Activision **61** (68)
Hardball II Accolade 65% **65** (76)
Hard Drivin' Tengen/Domark 81% **58** (77)
Harley Davidson: The Road To Sturgis Mindscape 76% **65** (77)
Heavy Metal Access/US Gold 50% **64** (17)
Hellbent Novagen 20% **47** (74)
Hellfire Attack Martech 38% **46** (72)
Helter Skelter Audiogenic 86% **43** (101)
Heroes of the Lance SSI/US Gold 40% **47** (72)
Hostages Infogrames 74% **53** (16)
Hot Rod Activision 51% **62** (14)
Human Killing Machine US Gold 45% **49** (26)

Ikari Warriors Elite 74% **43** (70)
IK+ System 3 86% **48** (28)
Impossamole Gremlin 59% **62** (16)
Impossible Mission II Epyx 92% **44** (196)
Incredible Shrinking Sphere Activision 90% **48** (72)
Indianapolis 500 Electronic Arts 69% **70** (88)
Indy: The Action Game US Gold 42% **53** (68)
Infestation Psygnosis 94% **61** (80)
International 3D Tennis Palace 92% **63** (70)
International Soccer Microdeal 45% **46** (68)
International Soccer Challenge MicroStyle 45% **68** (94)
Interphase Imageworks 93% **56** (78)
Iron Lord Ubi Soft 71% **58** (70)
Italy 1990 US Gold 65% **63** (17)
It Came From The Desert Cinemaware/Mirrorsoft 90% **58** (78)
Ivanhoe Ocean 61% **63** (80)
Ivan 'Iron Man' Stewart's Super Off-Road Racer Virgin 87% **66** (12)

James Pond: Underwater Agent Millennium 85% **69** (91)
Joan of Arc Rainbow Arts/GO! 93% **45** (106)
Journey To The Centre Of The Earth Rainbow Arts/US Gold 36% **49** (74)
Jumping Jack Son Infogrames 84% **63** (73)

Kick Off Anco 96% **50** (80)
Kick Off 2 Anco 94% **64** (76)
Killing Game Show Psygnosis 89% **68** (89)
Klax Tengen/Domark 92% **64** (10)
Knights Of The Crystallion US Gold 79% **60** (74)
Kristal Addictive Games 91% **50** (40)
Kult Exxos 90% **53** (72)

Last Duel US Gold 77% **47** (30)
LED Storm Capcom/GO! 92% **47** (14)
Licence To Kill Domark 77% **53** (69)
Line Of Fire US Gold 65% **71** (69)
Live and Let Die Domark 70% **48** (18)
Lords Of The Rising Sun Cinemaware/Mirrorsoft 80% **51** (58)
Lost Patrol, The Ocean 70% **65** (78)

M1 Tank Platoon MicroProse 88% **67** (83)
Major Motion Microdeal 54% **44** (201)
Manchester United Krisalis 60% **65** (16)
Manic Miner Software Projects 61% **61** (48)
Masterblazer Lucasfilm/Rainbow Arts 76% **70** (87)
Menace Psyclapse 79% **44** (185)
Mickey Mouse Gremlin 85% **47** (30)
MicroProse Soccer MicroProse 62% **52** (72)
Midnight Resistance Ocean 89% **66** (93)
Midwinter Rainbird 97% **60** (70)
Millennium 2.2 Electric Dreams 90% **51** (71)
Mindbender Gremlin 77% **58** (74)
Mini Golf Gremlin 52% **48** (25)
Monty Python's Flying Circus Virgin 57% **66** (20)
Moonwalker US Gold 61% **57** (10)
Motor Massacre Gremlin 35% **48** (74)
Motorbike Madness MAD 28% **44** (188)
Mr Heli Firebird 60% **54** (69)
Munsters Again Again 46% **48** (23)
Murder US Gold 92% **65** (10)

Narc Ocean 84% **69** (11)
Nebulus Hewson 97% **44** (170)
Netherworld Hewson 83% **45** (104)
New Zealand Story, The Ocean 90% **52** (71)
Night Shift Lucasfilm/US Gold 89% **69** (93)
Ninja Spirit Activision 80% **62** (69)
Ninja Warriors Sales Curve/Virgin 82% **57** (67)
Nitro Psygnosis 64% **70** (88)
No Excuses Arcana 19% **47** (84)
North And South Infogrames 90% **56** (69)

Offshore Warrior Titus 31% **46** (66)
Onslaught Hewson 85% **58** (71)
Operation Harrier US Gold 70% **67** (86)
Operation Thunderbolt Ocean 97% **57** (14)
Operation Wolf Ocean 66% **47** (76)
Out Run US Gold 41% **46** (77)
Overlander Elite 64% **60** (75)

P-47 Thunderbolt Firebird 72% **60** (12)
Pacland Grandslam 52% **50** (39)
Pacmania Grandslam 93% **45** (94)
Pandora Firebird 87% **43** (80)
Pang Ocean 82% **67** (19)
Paradroid '90 Hewson 90% **65** (70)
Peter Beardsley International Soccer Grandslam 47% **42** (82)
Phantasm Exocet 52% **42** (80)
Phobia Imageworks 73% **53** (78)
Photon Storm Arc 69% **64** (15)
Pictionary Domark 75% **57** (71)
Pioneer Plague Mandarin 86% **46** (76)
Pipemania Empire 94% **60** (16)
Player Manager Anco 92% **61** (78)
Plotting Ocean 69% **66** (90)
Populous Electronic Arts 94% **48** (21)
POW Actionware 69% **45** (101)
Power Drift Activision 65% **57** (71)
Powerdrome EA Star Performer 78% **68** (50)
Powerdrome Electronic Arts 93% **50** (38)
Powerplay Arcana 82% **43** (75)
Prince Of Persia Broderbund/Domark 88% **71** (81)
Projectyle Electronic Arts 84% **63** (78)
Pro Tennis Tour Ubi Soft 88% **55** (74)
Purple Saturn Day Exxos 89% **47** (76)
Puzznic Ocean 89% **68** (20)

Quadralien Logotron 37% **43** (81)
Questron II SSI/US Gold 80% **47** (46)

Rainbow Islands Firebird 92% **53** (10)
Ranx Ubi Soft 59% **71** (73)
Real Ghostbusters, The Activision 26% **51** (77)
Realm Of The Trolls Rainbow Arts/US Gold 58% **49** (77)
Red Heat Ocean 62% **53** (71)
Resolution 101 Millennium 76% **63** (79)
Revenge II Mastertronic 38% **44** (201)
Rick Dangerous II MicroStyle 74% **67** (82)
Roadblasters US Gold 75% **49** (25)
RoboCop Ocean 92% **49** (78)
RoboCop 2 Ocean 92% **69** (8)
Rocket Ranger Mirrorsoft 94% **44** (172)
Rockford Melbourne House 54% **42** (86)
Rotox US Gold 88% **63** (75)
R-Type Electric Dreams 92% **48** (67)
R-Type The Hit Squad 90% **69** (58)
Running Man Grandslam 40% **53** (70)
RVF Honda MicroStyle 70% **55** (70)

Sarcophaser Rainbow Arts 84% **43** (68)
Satan Dinamic 47% **66** (16)
Savage Firebird 71% **53** (78)
Scramble Spirits Grandslam 59% **62** (67)
Scrabble Deluxe Leisure Genius 70% **43** (92)
Shadow Of The Beast Psygnosis 83% **56** (76)
Shadow Of The Beast II Psygnosis 72% **67** (78)
Shadow Warriors Ocean 83% **65** (79)
Side Arms GO! 53% **46** (71)
Silkworm 16 Blitz Plus 90% **69** (57)
Silkworm Random Access/Sales Curve 92% **49** (70)
SimCity Infogrames 96% **57** (78)
Simulcra MicroStyle 88% **66** (89)
Skidz Gremlin 64% **64** (74)
Sky Chase Mirrorsoft 78% **43** (88)
Sleeping Gods Lie Empire 75% **54** (80)
Snowstrike US Gold 27% **69** (94)
Soldier of Light Ace 79% **47** (86)
Sonic Boom Activision 58% **64** (14)
Sorcery Plus Virgin 14% **46** (72)
Space Ace Empire 58% **59** (67)
Spaceball Rainbow Arts/US Gold 13% **47** (78)
Space Harrier Elite 85% **48** (22)
Spače Harrier 2 Grandslam 65% **62** (74)
Space Racer Loriciels 51% **46** (66)
Special Criminal Ivestigation (Chase HQ II) Ocean 91% **68** (9)
Speedball Imageworks 91% **45** (93)
Speedball 2 Imageworks 96% **71** (70)
Spitting Image Domark 59% **47** (77)
Spy Who Loved Me, The Domark 82% **67** (77)
Starglider II Rainbird 98% **42** (92)
Star Goose Logotron 37% **44** (188)
Star Ray Logotron 90% **43** (86)
Steve Davis Snooker CDS 75% **50** (32)
Stormlord Hewson 86% **56** (77)
Street Fighter Capcom 21% **43** (93)
Street Gang Players 9% **43** (98)
Street Sports Basketball Epyx 68% **44** (198)
Strider US Gold 96% **54** (78)
Strider II US Gold 65% **69** (87)
STUN Runner Tengen/Domark 37% **70** (89)
Stunt Car Racer MicroStyle 92% **56** (74)
Sub Battle Simulator Epyx 42% **43** (96)
Summer Olympiad Tynesoft 76% **44** (198)
Super Hang-On Activision 89% **48** (22)
Super Monaco GP US Gold 91% **71** (8)
Super Wonderboy Activision 36% **59** (75)
Switchblade Gremlin 77% **58** (74)

Team Yankee Empire 81% **68** (90)
Technocop Gremlin 34% **47** (31)
Teenage Mutant Hero Turtles Konami/Imageworks 38% **71** (10)
Tennis Cup Loriciels 83% **62** (82)
Theme Park Mystery Mirrorsoft **63** (81)
Thunderbirds Grandslam 86% **54** (10)
Thunderblade US Gold 80% **47** (74)
Thundercats Elite 68% **43** (100)
Thunderstrike Millennium 65% **66** (88)
Tie Break Starbyte 67% **64** (74)
Tiger Road Capcom 76% **47** (85)
Time Machine Vivid Image/Activision 90% **65** (14)
Time Scanner Activision 65% **52** (70)
Time Soldier Electrocoin Software 36% **65** (74)
Tintin On The Moon Infogrames 61% **59** (72)
Tom And Jerry Gremlin 27% **53** (74)
Toobin' Tengen/Domark 68% **58** (76)
Total Eclipse MicroStatus 82% **51** (70)
Tracers Microillusions 74% **43** (96)
Treasure Trap Electronic Zoo 76% **65** (74)
Trivial Pursuit — A New Beginning Domark 52% **46** (71)
Turbo Out Run US Gold 80% **57** (77)
Turbo Trax Microdeal 76% **46** (76)
Turrican Rainbow Arts 94% **64** (72)
Turrican II Rainbow Arts 93% **71** (74)
TV Sports Basketball Cinemaware/Mirrorsoft 86% **61** (73)
TV Sports Football Cinemaware/Mirrorsoft 90% **47** (79)
Twinworld Ubi Soft 78% **57** (76)
Typhoon Thompson Broderbund/Domark 88% **61** (71)

Unreal Ubi Soft 87% **64** (71)
UN Squadron US Gold 65% **70** (20)
Untouchables, The Ocean 90% **59** (76)

Vaxine US Gold 69% **67** (81)
Vectorball MAD 48% **43** (98)
Venom Wing Thalamus 77% **64** (15)
Venus The Flytrap Gremlin 90% **66** (86)
Vigilante US Gold 77% **49** (73)
Vindicators Domark 63% **52** (70)
Virus Firebird 84% **43** (102)
Vixen Martech 25% **43** (77)
Voyager Ocean 94% **49** (24)

Wanderer Elite 18% **48** (29)
Warhead Activision 90% **60** (76)
War In Middle Earth Melbourne House 93% **49** (80)
Waterloo PSS 86% **52** (38)
Wayne Gretzky Hockey Bethesda Softworks/Mindscape 77% **52** (72)
Weird Dreams MicroProse 60% **60** (14)
Welltris Infogrames 83% **65** (69)
Whirligig Rainbird 38% **43** (69)
Who Framed Roger Rabbit Buena Vista/Activision 27% **48** (17)
Wicked Electric Dreams 92% **51** (76)
Wild Streets Titus 67% **59** (18)
Willow Mindscape 7% **48** (73)
Wings Cinemaware/Mirrorsoft 83% **67** (84)
Wings Of Fury Broderbund/Domark 78% **67** (18)
World Championship Boxing Manager Goliath Games 33% 63 (18)
World Cup Soccer: Italia '90 Virgin Mastertronic 44% **63** (16)
World Darts Mastertronic 54% **42** (86)
World Tour Golf Electronic Arts 20% **42** (82)

Xenon 16 Blitz Plus 74% **69** (60)
Xenon II Imageworks 97% **54** (70)
Xenophobe MicroStyle 62% **56** (16)
X-out Rainbow Arts 84% **61** (10)
Xybots Tengen/Domark 83% **52** (77)

Zak McKracken Lucasfilm/US Gold 90% **47** (71)
Zany Golf Electronic Arts 81% **48** (24)
Zoom Discovery Software International 89% **43** (89)
Zynaps Hewson 78% **44** (199)



• Enter here and win some magical prizes from Mindscape!

THE ULTIMATE COMP!

ZZAP! COMP



Greetings, adventurer. Hast thou travelled far? Welcome to ye Harvester Inn, hast thou ever been to ye Harvester before? Methinks not — not many folk return. Rest thy tired legs whilst I fetch thee a tankard of ale. Here thou art, 'tis our special homemade ale — it reaches ye parts other ales fail to reach.

Now before thou venturest on thy way I must tell thee of a rumour going round ye village. It is said by many that in a distant land there is such a magical device as a Commodore 64. With this device thou art able to play many mirthful games. Some of ye games even let thee play a role in a whole fictional world. The best of these was conjured up only recently by ye mighty sorcerers Origin and Mindscape, and is known as *Ultima VI*. In ye mythical ZZAP! parchment (number 73) it earned an incredible 98 marks out of 100 and was described as coming 'closer to the ideal of conventional roleplaying than any other computer roleplaying game in existence.'

Ye only thing is, even if thou obtain one of these Commodore 64s thou will also need a special artefact called a disk drive to play this splendid game. Apparently thou can purchase these from ye magic men who live in ye mysterious land of Shopincenta, but ye way is hazardous and these devices cost many gold pieces.

There is another way, however. A beautiful enchantress from the mysterious land of Brum visited ye inn yesternight and, after several tankards of ale, told of a challenge from those wise sorcerers Mindscape. For the clever and the brave there are some magnificent prizes. Two may claim a C64 disk drive plus a copy of *Ultima VI*. Five others can also win copies of the game, and five others will receive strange garments known as T-shirts. But first, all must answer three riddles:

1. How many disks does *Ultima VI* come on?
2. What term do Origin use to describe the last three *Ultima* games?
3. In Lord Brittania's castle, what sort of optical device allows you to survey the surrounding landscape?

So far, everyone has been baffled — even ye wisest elders. But if thou somehow findest ye answers, ye stranger said thou should send them on ye back of a piece of parchment to *Newsfield, YE ROLES DRIVE COMP, ZZAP!, Ludlow, Shropshire SY8 1JW*. It must reach this yonder place before ye sun sets on 28th July 1991 AD. Fare thee well, friend.





SOFTWARE

MasterCard · Access · AMERICAN EXPRESS · VISA

CBM 64 FULL PRICE

ATOMIC ROBOKID	7.50	10.99
B.A.T.	N/A	14.99
BATTLECHESS	N/A	11.99
BRIAN CLOUGH FOOTBALL FORTUNES	6.99	9.99
BUCK ROGERS	N/A	17.50
CHASE H.Q 2 (CARTRIDGE)	19.99	19.99
CHIPS CHALLENGE	7.50	10.99
CLUEDO MASTER DETECTIVE	7.50	10.99
CREATURES	7.50	10.99
CRICKET CAPTAIN (D&H)	7.50	N/A
CURSE OF AZURE BONDS	N/A	17.99
DAILY DOUBLE HORSE RACING	7.50	10.99
DEATH KNIGHTS OF KRYNN	N/A	17.50
DICK TRACEY	7.50	9.99
DIE HARD	N/A	13.99
DIPLOMACY	7.50	10.99
DRAGON STRIKE	N/A	17.50
DRAGON WARS	N/A	11.99
E.S.W.A.T.	7.50	11.99
EDD THE DUCK	7.50	10.99
EMLYN HUGHES SOCCER	7.50	8.99
EMLYN HUGHES TRIVIA QUIZ	7.50	10.99
EXTERMINATOR	7.50	10.99
F-16 COMBAT	10.99	13.99
FLIMBO'S QUEST	7.50	10.99
FUN SCHOOL 3 (U.5)	9.99	12.99
FUN SCHOOL 3 (5-7)	9.99	12.99
GAZZA 2	7.50	10.99
GOLDEN AXE	7.50	10.99
GRAND PRIX (D&H)	7.50	N/A
GREMLINS 2	7.50	8.99
JACK NICKLAUS GOLF	7.50	12.99
JACK NICKLAUS COURSES VOL 1	N/A	6.99
JACK NICKLAUS CHAMP COURSES	N/A	8.99
JACK NICKLAUS INT COURSES	N/A	8.99
JUDGE DREDD	7.50	10.99
KICK OFF 2	7.50	10.99
LAST NINJA 3	9.99	12.99
LOOPZ	7.50	10.99
LOTUS ESPRIT TURBO CHALLENGE	7.50	10.99
MAN UTD	7.50	10.99
MIDNIGHT RESISTANCE	7.50	10.99
MIGHT & MAGIC 2	N/A	13.99
MIGHTY BOMBJACK	7.50	10.99
MOON SHADOW	7.50	10.99
MONTY PYTHON	7.50	10.99
MULTI PLAYER SOCCER MANAGER	7.50	N/A
NARC	7.50	10.99
NARCO POLICE NEW	7.50	10.99
THE NATIONAL	7.50	N/A
NIGHT SHIFT NEW	7.50	11.99
NAVY SEALS (CARTRIDGE ONLY)	24.99	24.99
NIGHT SHIFT	7.50	11.99
NINJA REMIX	7.50	10.99
OPERATION THUNDERBOLT	7.50	10.99
PUFFY'S SAGA	7.50	N/A
RAINBOW ISLAND	7.50	10.99
RED STORM RISING	10.99	13.99
RICK DANGEROUS 2	7.50	10.99
ROBOCOP 2 (CARTRIDGE ONLY)	19.99	19.99
SCRABBLE, MONOPOLY & CLUEDO	13.99	N/A
SECRET OF SILVER BLADES	N/A	17.99
SHADOW OF THE BEAST (CARTRIDGE)	19.99	19.99
SHADOW WARRIORS	7.50	10.99
SKULL & CROSSBONES NEW	7.50	10.99
STAR CONTROL NEW	7.50	11.99
SIM CITY	N/A	13.99
STEALTH FIGHTER	10.99	13.99
SUBBUTEO	7.50	10.99
SUMMER CAMP	7.50	10.99
SUPER CARS	7.50	10.99
SUPER MANACO GRAND PRIX	7.50	12.99
SUPER OFF ROAD RACER	7.50	9.99
SWIV	7.50	10.99
TEENAGE MUTANT HERO TURTLES	9.99	12.99
TREVOR BROOKINGS WORLD CUP	7.50	N/A
TRIVIAL PURSUIT	10.99	13.99
TURRICAN 1 OR 2	7.50	10.99
TWIN WORLD NEW	7.50	N/A
ULTIMATE GOLF	10.99	13.99
VIZ NEW	7.50	10.99
WELLTRIS	7.50	10.99
WORLD CHAMPIONSHIP BOXING	7.50	10.99

BUDGET

2 PLAYER SOCCER SQUAD NEW	2.99
2 PLAYER SUPER LEAGUE SOCCER	2.99
4 MOST SPORT (SOCCER BOSS ETC)	2.99
1942	2.99
1943	2.99
ACE	1.99
ACE 1 AND 2	2.99
AFTERBURNER	2.99
AIRWOLF	2.99
ARKANOID REVENGE OF DOH	2.99
ARMALYTE NEW	3.99
A.T.F.	2.99
AUSTRALIAN RULES FOOTBALL	2.99
BARBARIAN	2.99
BARBARIAN 2	3.99
BATMAN THE CAPED CRUSADER	2.99
BLINKY'S SCARY SCHOOL	2.99
BOMBJACK 1 OR 2	2.99
THE BOXER	2.99
BOULDERDASH 1 OR 2 OR 4	2.99
BOXING MANAGER	2.99
BUGGY BOY	2.99
C.J.'S ELEPHANT ANTICS	2.99
CALIFORNIA GAMES	3.99
CHAMPIONSHIP GOLF	2.99
CHUCK YEAGER	2.99
CHUCKIE EGG 1 OR 2	3.99
CLASSIC PUNTER	2.99
CLASSIC TRAINER	2.99
COMMANDO	2.99
CONTINENTAL CIRCUS	2.99
COUNTY CRICKET	2.99
CRAZY CARS	2.99
CRICKET MASTER	2.99
CUP FOOTBALL	2.99
DALEY THOMPSON'S DECATHALON	2.99
DALEY THOMPSON'S OLYMPIC CHALL	2.99
DELTA	3.99
THE DOUBLE	2.99
DOUBLE DRAGON	2.99
DRILLER	2.99
EMPIRE STRIKES BACK	2.99
FANTASY WORLD DIZZY	2.99
FAST FOOD	2.99
FERRARI FORMULA ONE	2.99
FIGHTER PILOT	2.99
FIRST PAST THE POST	2.99
THE FOOTBALLER	2.99
FOOTBALL CHAMPIONS	2.99
FOOTBALL DIRECTOR	2.99
FOOTBALL MANAGER	2.99
FOOTBALL MANAGER 2	2.99
FOOTBALL MANAGER 2 EXPANSION KIT	2.99
FORGOTTEN WORLDS	3.99
FRANK BRUNO	2.99
FRUIT MACHINE SIM 2	2.99
GAMES WINTER EDITION	3.99
GARY LINEKERS HOTSHOTS	3.99
GEMINI WING	2.99
GHOSTS AND GOBLINS	2.99
GRAHAM GOOCH	2.99
GREAT GURIANOS	2.99
GREEN BERET	2.99
GRID IRON 2	2.99
GRYZOR	2.99
HAWK STORM	2.99
HAWKEYE	3.99
HYPERSPORTS	2.99
I.K+	2.99
ICE HOCKEY	2.99
INTERNATIONAL MANAGER	2.99
INTERNATIONAL SOCCER	2.99
IKARI WARRIORS	2.99
JOCKY WILSONS COMPEDIUM DARTS	3.99
KENNY DALGLISH SOCCER MANAGER	2.99
KENTUCKY RACING	2.99
KICK BOXING VIGILANTE	2.99
KICK OFF	3.99
KWIK SNAX	2.99
LAST NINJA	2.99
LITTLE PUFF	2.99
MAGIC LAND DIZZY	2.99
MATCH POINT	2.99
MATCHDAY 2	2.99
MOTORCYCLE 500	2.99
NEMESIS	2.99
ON THE BENCH	2.99
OPERATION WOLF	2.99
OUTRUN	3.99
PAPERBOY	2.99
PASSING SHOT	2.99
PITSTOP 2	2.99
POPEYE 2	2.99
PUB GAMES	2.99
QUATTRO ADVENTURE	2.99
QUATTRO ARCADE	2.99
QUATTRO COMBAT	2.99
QUATTRO FIREPOWER	2.99
QUATTRO POWER	2.99
QUATTRO SPORTS	2.99
QUATTRO SUPERHITS	2.99
QUEDEX	3.99
QUICK DRAW McGRAW	2.99
R-TYPE	2.99
RAMBO 3	2.99
RASTAN	2.99
REAL GHOSTBUSTERS	2.99
RENEGADE	2.99
RETURN OF THE JEDI	2.99
ROADBLASTERS	2.99
ROCK STAR ATE MY HAMSTER	2.99
RUGBY COACH (D&H)	2.99
RUGBY MANAGER (MASTERTRONIC)	2.99
SABOTEUR 1 OR 2	1.99
SALAMANDER	2.99
SAM FOX	2.99
SCOOBY DOO AND SCRAPPY DOO	3.99
SIDEWINDER 2	2.99
SILKWORM	2.99
SOCCER DIRECTOR	2.99
SOCCER Q	2.99
SOCCER 7	2.99
SOCCER STAR	2.99
SPITTING IMAGE	2.99
SPYHUNTER	2.99
SPY V SPY 1 OR 2	2.99
STAR WARS	2.99
STEVE DAVIS SNOOKER	1.99
STRIKER	2.99
STRIKER MANAGER NEW	2.99
STRIP POKER 2	2.99
SUMMER GAMES	2.99
SUPER NUDGE 2000	1.99
SUPER SCRAMBLE SIM	3.99
TARGET RENEGADE	2.99
TECHNOCOP	3.99
TETRIS	2.99
THOMAS THE TANK ENGINE	2.99
THUNDERBLADE	3.99
TOMAHAWK	2.99
TOP GUN	2.99
TRACKSUIT MANAGER	2.99
TRAPDOOR 1 & 2	2.99
TREASURE ISLAND DIZZY	2.99
TREBLE CHAMPIONS	4.99
VIGILANTE	3.99
W.E.C. LE MANS	2.99
WACKY DARTS	2.99
WIZBALL	2.99
WONDERBOY	2.99
WORLD CLASS LEADERBOARD	2.99
XENON	2.99
YES PRIME MINISTER	2.99
YIE AR KUNG FU	2.99
YOGI AND THE GREED MONSTER	2.99
YOGI BEARS GREAT ESCAPE	2.99

COMPILATIONS

POWER UP
RAINBOW ISLANDS, ALTERED BEAST, X-OUT, TURRICAN & CHASE H.Q.
CASS 11.99 DISC 13.99

THE WINNING TEAM
A.P.B., KLAX, VINDICATORS, CYBERBALL & ESCAPE-PLANET ROBOT MONSTERS
CASS 11.99 DISC 13.99

SPORTING GOLD
CALIFORNIA GAMES, THE GAMES WINTER & SUMMER EDITION
CASS 10.99 DISC 13.99

IT'S SHOWTIME
KRYPTON FACTOR, BULLSEYE, BOB'S FULL HOUSE & EVERY SECOND COUNTS
CASS 7.50

KIXX MULTIMIX
LEADERBOARD, LEADERBOARD TOURNAMENT & WORLD CLASS LEADERBOARD
CASS 4.99

MULTIMIX 2
BEACH HEAD 1+2 & RAID OVER MOSCOW
CASS 4.99

PREMIER COLLECTION
FLIMBOS'S QUEST, LAST NINJA 1 & 2, MYTH, DOMINATOR &INTERNATIONAL KARATE
CASS 11.99 DISC 13.99

COIN OP HITS 2
DYNASTY WARS, NINJA SPIRIT, VIGILANTE, HAMMERFIST & GHOULS ANDGHOSTS
CASS 11.99 DISC 13.99

FISTS OF FURY
DOUBLE DRAGON 2, SHINOBI, DYNAMITE DUX & NINJA WARRIORS
CASS 9.99 DISC 16.99

FULL BLAST
CARRIER COMMAND, RICK DANGEROUS, GRAND PRIX, FERRARI FORMULA 1 &P47 THUNDERBOLT.
CASS 9.99 DISC 13.99

SYSTEM 3 PACK
MYTH, VENDETTA, TUSKER & I.K. +
CASS 11.99 DISC 13.99

CHALLENGERS
FIGHTER BOMBER, PRO TENNIS TOUR, KICK OFF & STUNT CAR RACER.
CASS 9.99 DISC 13.99

WINNERS
THUNDERBLADE, L.E.D. STORM, BLASTEROIDS, IMPOSSIBLE MISSION 2 & INDIANA JONES
CASS 5.50

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
CASS 5.50

HEROES
LICENCE TO KILL, BARBARIAN 2, STAR WARS & RUNNING MAN
CASS 9.99

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUPEDITION & GAZZA'S SUPER SOCCER
CASS 10.99 DISC 11.99

THALAMUS HITS
ARMALYTE, SANXION, HAWKEYE, DELTA, QUEDEX & HUNTERS MOON
CASS 6.99

POWER PLAY CARTRIDGE
STUNT CAR RACER, RICK DANGEROUS & MICROPROSE SOCCER
22.99

WHEELS OF FIRE
HARD DRIVIN', CHASE H.Q, TURBO OUTRUN & POWER DRIFT
CASS 10.99 DISC 16.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE &GHOSTBUSTERS 2
CASS 10.99 DISC 13.99

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.DSTORM
CASS 11.99 DISC 13.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY &MAGICLAND DIZZY
CASS 7.50

SEGA MASTER MIX
SUPER WONDERBOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN & ENDURORACER
CASS 11.99 DISC 13.99

6 PAK VOL 2
EAGLES NEST, BATTY, ACE, SHOCKWAY RIDER, INT J#KARATE &LIGHTFORCE.
DISK ONLY 2.99

BEST OF ELITE
BOMBJACK, FRANK BRUNO'S BOXING, COMMANDO & AIRWOLF
DISC ONLY 2.99

NEW BACK CATALOGUE

3-D POOL NEW	3.99
ARTURA (DISC ONLY)	2.99
CORRUPTION ADVENTURE (DISK ONLY)	3.99
DEACTIVATORS	0.50
ESCAPE-PLANET ROBOT MONSTERS	3.99
GALAXY FORCE NEW	2.99
GARY LINEKERS HOTSHOTS(DISC ONLY)	2.99
GHOSTBUSTERS 2 NEW	3.99
HOT ROD NEW	2.99
HUNTERS MOON	1.99
KENNY DALGLISH SOCCER MATCH	2.99
LANCELOT ADVENTURE NEW	3.99
LORDS OF CHAOS NEW	4.99
NINJA SPIRIT NEW	3.99
NORTH STAR (DISC ONLY)	2.99
OVERLANDER (DISC ONLY)	1.99
P-47 THUNDERBOLT NEW	3.99
POWER PYRAMIDS (DISC ONLY)	1.99
QUESTION OF SPORT	2.99
RAINBOW WARRIOR	2.99
SUB BATTLE SIM NEW	3.99
TIME MACHINE NEW	3.99
UBIK'S MUSIK	0.99
VENDETTA NEW	3.99
X-OUT NEW	3.99
XOR (DISC ONLY)	2.99

CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

AMIGA SELLERS

Title		Price
688 SUBMARINE SIM		17.50
A 10 TANK KILLER		24.99
A.M.O.S THE CREATOR		34.99
ADVANCED DESTROYER SIM		17.50
ADVANCED FRUIT MACHINE		6.99
AFTERBURNER		7.99
ANT HEADS (IT CAME FROM DESERTADD-ON)		10.99
ARKANOID-REVENGE OF DOH		7.99
ATOMIC ROBOKID		17.50
AWESOME	NEW PRICE	17.50
AXELS MAGIC HAMMER	NEW PRICE	7.99
B.A.T.		21.50
BACK TO THE FUTURE 2	SPECIAL OFFER	9.99
BACK TO THE FUTURE 3		17.50
BACKGAMMON		17.50
BAR GAMES		17.50
BARBARIAN 2	NEW PRICE	7.99
BARDS TALE 3		17.50
BATTLE CHESS		17.50
BATTLE OF BRITAIN (THEIR FINEST HOUR		21.50
BETRAYAL		21.50
BLASTEROIDS		7.99
BLINKY'S SCARY SCHOOL		6.99
BLOOD MONEY		6.99
BLUE MAX		21.50
BOULDERDASH		4.99
BRIDGE PLAYER 2150I		21.50
C.J'S ELEPHANT ANTICS		6.99
CALIFORNIA GAMES	NEW PRICE	7.99
CAPTIVE		17.50
CAR-VUP		17.50
CARRIER COMMAND	SPECIAL OFFER	9.99
CENTREFOLD SQUARES		9.99
CHAMPIONS OF KRYNN (1 MEG)		21.50
CHASE H.Q 2		17.50
CHESS CHAMPIONS 2175		21.50
CHESS MASTER 2100		21.50
CHUCK ROCK	NEW	17.50
CHUCK YEAGER A.F.T 2	NEW	17.50
COHORT FIGHTING FOR ROME	NEW	21.50
COLONELS BEQUEST/CONQUEST OF CAMELOT/ CODENAME ICEMAN		27.99
COLORADO	NEW PRICE	7.99
CONTINENTAL CIRCUS	NEW PRICE	7.99
CORPORATION + MISSION	DISC	17.50
CRAZY CARS	NEW PRICE	7.99
CRICKET CAPTAIN		17.50
CURSE OF AZURE BONDS	(1 MEG ONLY)	21.50
DAILY DOUBLE HORSE RACING		9.99
DALEY THOMPSONS OLYMPIC CHALLENGE		7.99
DEFENDER OF THE CROWN	NEW PRICE	9.99
DELUXE STRIP POKER		9.99
DENARIS	NEW PRICE	7.99
DEVPAC 2		39.99
DISNEY ANIMATION STUDIO		69.99
DONALDS APLPHABET CHASE		17.50
DOUBLE DRAGON		7.99
DRAGONS LAIR 2		31.99
DRILLER	NEW PRICE	7.99
DUCK TALES		17.50
DUNGEON MASTER		17.50
E.S.W.A.T		17.50
ELITE		17.50
ELVIRA-MISTRESS OF THE DARK	(1 MEG)	21.50
EMLYN HUGHES INT. SOCCER		17.50
EMLYN HUGHES TRIVIA QUIZ		17.50
F16 COMBAT PILOT		17.50
F19 STEALTH FIGHTER		21.50
F-29 RETALIATOR		17.50
FAMOUS FIVE		17.50
FANTASY WORLD DIZZY		6.99
FAST FOOD		6.99
FINAL WHISTLE		8.99
FIRE BRIGADE (1 MEG AMIGA)		21.50
FOOTBALL MANAGER		4.99
FOOTBALL DIRECTOR		13.99
FOOTBALL MANAGER 2 + EXPANSION KIT		9.99
GALAXY FORCE	SPECIAL OFFER	3.99
GALDRAGONS DOMAIN		6.99
GARY LINEKERS HOTSHOTS		7.99
GAUNTLET 2		7.99
GEMINI WING		7.99
GETTYSBURG		21.50
GHENGIS KHAN	(1 MEG)	27.99
GO		17.50
GODS	NEW	17.50
GOLDEN AXE		17.50
GOOFY'S RAILWAY EXPRESS		17.50
GRAND NATIONAL		13.99
GREMLINS 2		17.50
HARPOON (1 MEG)		21.50
HILL STREET BLUES		17.50
HITCH HIKERS GUIDE TO THE GALAXY		9.99
HONG KONG PHOOEY		6.99
HORSE RACING	SPECIAL OFFER	12.99
HOSTAGES		7.99
INDIANAPOLIS 500		17.50
IT CAME FROM THE DESERT (1 MEG)		21.50
JACK NICKLAUS INT COURSES-ADD ON		8.99
JACK NICKLAUS EXT COURSES VOL 1		8.99
JACK NICKLAUS CHAMP COURSES 1990		8.99
JACK NICKLAUS VOL 4 COURSES		8.99
JACK NICKLAUS UNLIMITED COURSES (1MEG)		21.50
JAMES POND		17.50
JAMES POND (1 MEG)		17.50
JAWS	NEW PRICE	7.99
JET	SPECIAL OFFER	16.99
JOCKY WILSON'S DARTS		6.99
KENNY DALGLISH SOCCER MANAGER		7.99
KICK OFF	SPECIAL OFFER	5.99
KICK OFF + EXTRA TIME		7.99
KICK OFF 2		13.99
KICK OFF 2 (ONE MEG)		17.50
KICK OFF THE FINAL WHISTLE		8.99
KILLING CLOUD		17.50
KINDWORDS 2 (WORD PROCESSOR)		34.99
KULT	NEW PRICE	7.99
LEATHER GODDESSES		9.99
LEISURE SUIT LARRY 3		31.99
LEISURESUIT LARRY TRIPLE PACK		49.99
LEMMINGS		17.50
LITTLE PUFF		6.99
LOOPZ		17.50
LORDS OF THE RISING SUN-	SPECIAL OFFER	12.99
LOTUS ESPRIT TURBO CHALLENGE		17.50
M1 TANK PLATOON		21.50
MAN. UNITED		17.50
MANHUNTER IN SAN FRANCISCO		24.99
MASTER BLAZER		17.50
MEGA TRAVELLER 1	NEW	21.50
MERCENARY COMPENDIUM		9.99
MIAMI CHASE	NEW	7.99
MIDWINTER		21.50
MIGHTY BOMBJACK		17.50
MOONWALKER		7.99
MONTY PYTHON		13.99
MR DO RUN RUN		10.99
M.U.D.S.		17.50
MIG 29		24.99
MULTI PLAYER SOCCER MANAGER		17.50
N.A.R.C		17.50
NAM		21.50
NIGHT SHIFT		17.50
NINJA REMIX		17.50
NORTH AND SOUTH	NEW PRICE	7.99
NUCLEAR WAR		17.50
OBITUS		24.99
OPERATION STEALTH		17.50
OPERATION THUNDERBOLT		17.50
OPERATION WOLF		7.99
ORIENTAL GAMES	SPECIAL OFFER	9.99
OUTRUN		7.99
P.G.A TOUR GOLF		17.50
PANZA KICK BOXING		17.50
PLAYER MANAGER		13.99
POLICE QUEST 2		24.99
POOL OF RADIANCE	(1 MEG ONLY)	21.50
POPULOUS/SIM CITY		21.50
POPULOUS NEW WORLDS		9.99
PORTS OF CALL		17.50
POWERMONGER		21.50
PRINCE OF PERSIA		17.50
PRO TENNIS TOUR 2		17.50
PUB TRIVIA		4.99
QUEST FOR GLORY 2	NEW	31.99
QUESTION OF SPORT		9.99
R-TYPE		7.99
R.V.F. HONDA	SPECIAL OFFER	9.99
RAINBOW ISLAND		17.50
RENAISSANCE	SPECIAL OFFER	6.99
RICK DANGEROUS 2		17.50
ROBOCOP 2		17.50
ROCK STAR ATE MY HAMSTER		6.99
ROCKET RANGER		9.99
RORKES DRIFT		17.50
SHADOW OF THE BEAST 2		24.99
SHADOW WARRIOR		17.50
SHERMAN M4	NEW PRICE	7.99
SILENT SERVICE	SPECIAL OFFER	9.99
SILKWORM		7.99
SIM CITY/POPULOUS		21.50
SIM CITY EDITOR		6.99
SKULL AND CROSSBONES	NEW	17.50
SPACE QUEST 3		24.99
SPEEDBALL		9.99
SPEEDBALL 2		17.50
SPINDIZZY WORLDS		17.50
SPY WHO LOVED ME		13.99
STARGLIDER 2	SPECIAL OFFER	6.99
STORM ACROSS EUROPE		21.50
STRIKE FORCE HARRIER		9.99
SUMMER OLYMPIAD		4.99
SUPER CARS		17.50
SUPER MONACO GRAND PRIX		17.50
SUPER OFF ROAD RACER		17.50
SUPREMACY		21.50
SWITCHBLADE	NEW PRICE	7.99
SWIV		17.50
T.V SPORTS BASKETBALL		21.50
TEAM SUZUKI		17.50
TEAM YANKEE		21.50
TEE OFF		6.99
TEENAGE MUTANT HERO TURTLES		17.50
THUNDERBLADE		7.99
TORVAK THE WARRIOR		17.50
TOTAL RECALL		17.50
TOWER FRA		17.50
TOYOTA CELICA GT RALLY		17.50
TRACKSUIT MANAGER '91		7.99
TREBLE CHAMPIONS	NEW PRICE	6.99
TRIVIAL PURSUIT		13.99
TURF FORM/SYSTEM 8 (RACING & POOLS)		9.99
TURRICAN		13.99
TURRICAN 2		17.50
TYPHOON OF STEEL (1 MEG)		21.50
U.M.S. 2 (1 MEG)		21.50
ULTIMA 5		21.50
ULTIMA GOLF - GREG NORMAN		17.50
VIZ		17.50
WACKY DARTS		6.99
WAR CONSTRUCTION KIT (1 MEG)		21.50
WARHEAD	SPECIAL OFFER	6.99
WINGS (1 MEG ONLY)		21.50
WINGS (1/2 MEG ONLY)		17.50
WISHBRINGER		9.99
WIZBALL		7.99
WOLFPACK (1 MEG)		21.50
WONDERLAND	NEW	21.50
WORLD CHAMPIONSHIP SOCCER		17.50
WORLD CLASS LEADERBOARD		7.99
XENON		7.99
YOGI AND THE GREED MONSTER		6.99
X-OUT	SPECIAL OFFER	6.99
Z-OUT		13.99
ZIRIAX	NEW	17.50
ZORK 1 OR 2		9.99

AMIGA COMPILATIONS

POWER UP
£21.50 RAINBOW ISLANDS, TURRICAN, CHASE HQ, X-OUT & ALTERED BEAST.

COIN OP HITS 2
£21.50 DYNASTY WARS, NINJA SPIRIT, VIGILANTE, HAMMERFIST & GHOULS & GHOSTS.

BIG BOX
£21.50 TEENAGE QUEEN, CAPTAIN BLOOD, BUBBLE +, HOSTAGES, TIN TIN ON THE MOON, SAFARI GUNS, PURPLE SATURN DAY, KRYPTON EGG, JUMPINGJACKSON & STIR CRAZY

THE WINNING TEAM
£21.50 A.P.B, KLAX, VINDICATORS, CYBERBALL & ESCAPE-PLANET OF THE ROBOT MONSTERS

CLASSIC 4 (RENAISSANCE)
£6.99 INVADERS, ASTEROIDS, GLAXION & CENTREPEDE

FIST OF FURY
£21.50 DOUBLE DRAGON 2, SHINOBI, NINJA WARRIORS & DYNAMITE DUX

SPORTING WINNERS
£17.50 DAILY DOUBLE HORSE RACING, STEVE DAVIS SNOOKER & BRIAN CLOUGH'S FOOTBALL FORTUNES

SPORTING GOLD
£21.50 CALIFORNIA GAMES, THE GAMES WINTER & SUMMER EDITIONS

FULL BLAST
£21.50 FERRARI FORMULA ONE, CARRIER COMMAND, RICK DANGEROUS, P-47 THUNDERBOLT, HIGHWAY PATROL & CHICAGO 90.

CHALLENGERS
£21.50 FIGHTER BOMBER, SUPERSKI, KICK OFF, PRO TENNIS TOUR & STUNT CARRACER.

HIT MACHINE
£17.50 SUPERCARS, SKIDZ, SWITCHBLADE & AXELS MAGIC HAMMER

SOCCER MANIA
£17.50 FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUPEDITION & GAZZA'S SUPER SOCCER

POWER PACK
£17.50 XENON 2, T.V SPORTS FOOTBALL, BLOODWYCH & LOMBARD R.A.C RALLY

WHEELS OF FIRE
£21.50 HARD DRIVIN', CHASE H.Q., TURBO OUTRUN & POWERDRIFT.

HOLLYWOOD COLLECTION
£21.50 ROBOCOP, BATMAN THE MOVIE, GHOSTBUSTERS 2 & INDIANA JONES THELAST CRUSADE

PLATINUM
£21.50 STRIDER, BLACK TIGER, FORGOTTEN WORLDS & GHOULS & GHOSTS

SEGA MASTER MIX
£21.50 SUPERWONDER BOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN & ENDURORACER

THRILLITIME PLATINUM VOL 2
£17.50 BUGGY BOY, BOMBJACK, SPACE HARRIER, LIVE & LET DIE, THUNDERCATS,BEYOND THE ICE PALACE AND BATTLESHIPS.

3.5 inch DOUBLE SIDED, DOUBLE DENSITY WITH LABELS

1	0.59
10	5.50
25	12.50

40 PIECE 3 1/2 DISC BOX 6.99
80 PIECE 3 1/2 DISC BOX 7.99
120 PIECE 3 1/2 DISC BOX 9.99

MIDI CONNECTOR + 2 MIDI CABLES 14.99
MOUSE MATS 2.99
ST & AG EXTENSION LEADS .5.99

AMIGA 1/2 MEG EXPANSION 29.99

AMIGA 1/2 MEG EXPANSION + CLOCK 39.99

ORDER FORM & INFORMATION

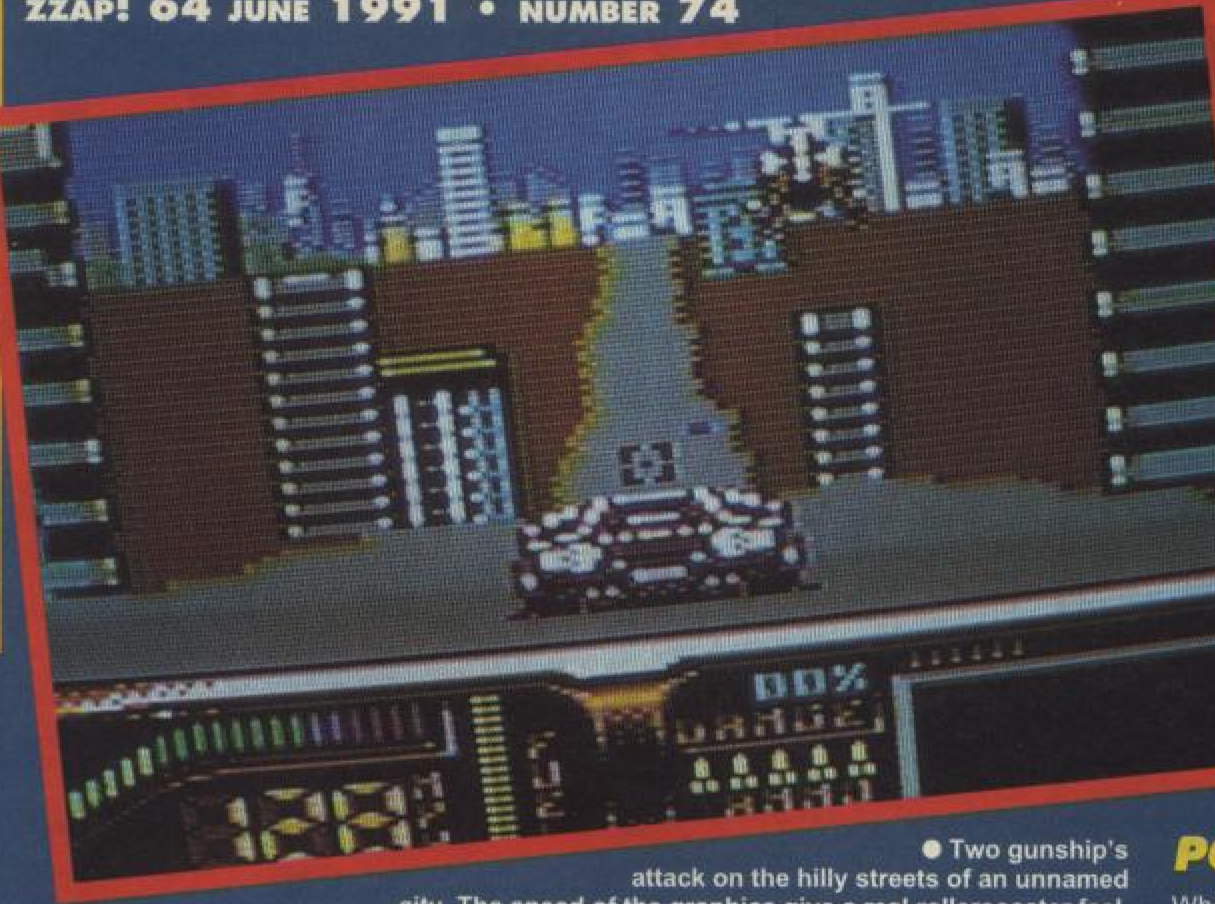
All orders sent **FIRST CLASS** subject to availability. Just fill in the coupon and send it to:-
Software City, Unit 4, BDC 21 Temple Street, Wolverhampton WV2 4AN.
POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £2.50 per item. Non EEC countries add £4 per item. Paying by cheque - Cheques payable to Software City

Name ....
Address ....
....
Postcode..Tel No.......................................

Name of Game	Computer	Value
	Postage	
	TOTAL	

Card Type..Expiry Date ....
Card No ....
Signature ....Date ....

ZZAP JUNE — EUROPEAN ORDERS MASTERCARD EUROCARD ACCEPTED



● Two gunship's attack on the hilly streets of an unnamed city. The speed of the graphics give a real rollercoaster feel.

TURBO charging!

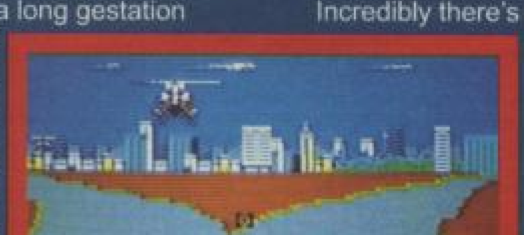
Vendetta's race section was such a big success System 3 have decided to develop a completely new game based on it. Most companies would simply take the original code and add a few new elements. Not System 3. For *Turbo Charge* they recruited a new programmer, started coding from scratch and set their sights on making the best race game ever!

Vendetta's superb mix of racing action and *Last Ninja*-style 3-D was, of course, coded by Stan Schembri whose from-the-heart *Vendetta text intro is possibly the longest ever seen on a C64 game! Most recently he coded The Last Ninja III* (yet another Sizzler), sadly Stan's last game. He's now become the product development manager for the 'System 3 Team'. The company has always relied on plenty of people to develop their games and from now on they want to emphasize the team rather than individuals. Original designs, often by company director Mark Cale, go through a long gestation period with lots of people not directly involved in the project contributing ideas.



● As in *Vendetta* road forks are an integral part of the game. *Turbo Charge* feels better though with the car fixed centre-screen.

Turbo Charge is still very much in the midst of this 'team develop— ment'. The basic concept is of a special agent travelling around the world in pursuit of drug barons. In typical 'Miami Vice' fashion he has an eye-catching motor, looking rather like a Lamborghini Countach. He starts off armed with a pistol — press fire and he leans out the window to blast away — but other weapons can be bought.



● Swinging round a tight corner with the gunsight floating ahead.

They're certainly going to be needed as the route to each of the drug barons is patrolled by enemy cars, gunship helicopters and lots more besides. There are five barons, each a multiload level, which you can currently take on in whichever order you want.

Turbo Charge was initially developed to be a cartridge-only game. However the failure of C64GS to make huge sales, and retailers' reluctance to stock cartridges, has sadly led System 3 to return to tape and disk development. The original code may be similar on disk, but obviously highly detailed death screens and so on will be dropped from tape to save multiload hassle. The basic gameplay will be same, though, and it looks superb.

POWERED UP

When it came to developing *Turbo Charge* System 3 didn't make any compromises, they purposely recruited one of the C64's best programmers. With hits such as *Ghosts 'N' Goblins* and *Ninja Spirit* behind him, Chris Butler really grabbed System 3's attention with his Sizzling *Power Drift* coin-op conversion. But while he wrote *Power Drift* on his own, for *Turbo Charge* he came down to System 3's Pinner offices to work solely on the coding. A year on and it's almost finished, the main hold-up is the beautifully detailed graphics which are coming from a number of different dedicated graphic artists.

The road routine is an advance of the unique *Power Drift* system, which accurately maps the road from the horizon with character blocks filling in the gaps. Side graphics are extremely elaborate, allowing lots of colour to be displayed in either hi- or lo-res mode. In action this system is terrifically fast, whipping past highly detailed graphics at great speed with some stomach-lurching hills. The attack helicopters are really well drawn (Hughes 500s, for aircraft buffs) and the way their bullets kick up dust is a nice touch. Even better is how both the road and car get darker when you go through a tunnel. It all goes to create a great sense of realism.

Incredibly there's over twenty different enemy cars, plus police cars which try to block the road. One carry-over from *Vendetta* is the road junctions. Periodic forks in the road are a feature of many coin-ops which have been absent from their C64 conversions. In *Turbo Charge* they're a critical part of the game and work very well. Indeed, from what we've seen so far *Turbo Charge* seems a certain hit. A release date of July/August time is expected on cassette and disk with a possible to cartridge version to follow.



WHO IS
DARKMAN™
?
DARE TO
FIND OUT ON...
0898 345 675
Hundreds of great prizes are available in the "WHO IS DARKMAN" Mystery Game based on Sam Raimi's major new film DARKMAN.
CD PLAYER, GAMES CONSOLES, CASH, VIDEO FILMS, T-SHIRTS, POSTERS.
Calls charged at 33p per min,cheap rate. 44p per min all other times.
PHONE PROGRAM COMPANY, SHEFFIELD S1 4FS.
Darkman © & TM 1990 Universal City Studios Inc.
All rights reserved. Licensed by Merchandising Corporation of America.

ZZAP! 64 MAIL ORDER



BRAND NEW CONSOLE OUT NOW!

GAMATE ONLY £59.99!
The **HOTTEST & CHEAPEST** Gameboy contender in town.

Features:
- Dot Matrix LCD
- Single player or Dual player facility with optional lead
- Rechargeable battery pack or AC adaptor available separatley
- Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each

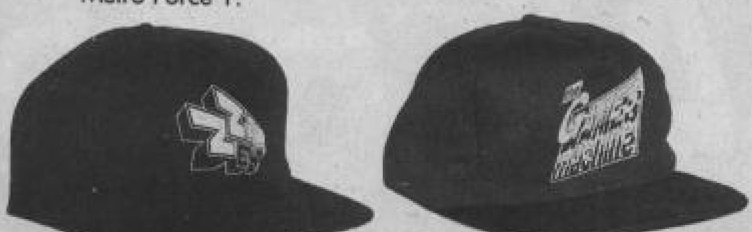
The Pack includes:
- Game System Console
- Stereo Headphones
- Manual
- Gamemate Gamecard "Witty Apee"
- 4 AA Bateries

ONLY £59.99
inclusive of FREE game & VAT



POSTERS £3.99

Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1.



ZZAP! CAP £3.99
T.G.M. CAP £1.99

CORISH'S COMPUTER GAMES GUIDE

CORISH'S COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinate lives and many other options! Cheats for Spectrum C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventure!
Special price offer only £16.99, a saving of £3.00!



The following consoles are available at £5 off recommended retail price. This is an amazing bargain you just can't miss out on!

	RRP	DEAL
ATARI LYNX incl. console, California Games & Videolink	179.99	174.99
NINTENDO GAMEBOY incl. console, earphones, videolink, Tetris game pack, batteries	69.99	64.99
NINTENDO CONTROL DECK incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	74.99
NINTENDO MUTANT MACHINE incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	74.99
SEGA MASTER SYSTEM incl. console, 2 joypads & Super Hang On	79.95	74.95
SEGA MASTER SYSTEM PLUS incl. 2 joypads, light phaser, Super Hang On & Sa	99.99	94.99
SEGA SUPER SYSTEM incl. console, 1 joypad, light phaser, 3D glasses, Super Hang On & Missile Defence	129.99	124.99
SEGA MEGA DRIVE (16 bit) incl. console, joypad, Altered Beast	189.99	184.99

The following GAMEMATE game cards are available (all at £14.99):

C1011	MONEY MAZE	C1007	GALAXY INVADERS
C1004	MIGHTY TANK	C1021	MYTH OF ASAMIA
C1006	MINI-GOLF	C1014	TIME WARRIOR
C1003	TENNIS	C1009	TORNADO
C1005	BRICK BLASTER	C1012	BASEBALL

P[ICES] INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

Please note — all offers on this page are while stocks last, order now as our policy is first come first serve!

Access VISA **HOTLINE 9 to 5 pm 0584 875851**

ZZAP! STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50



DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99

DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum PLus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

THE ZZAP! HOT SIX

SKULL AND CROSSBONES
(Domark)
C64
£7.99/£11.99
SAVE £2.00/£3.00!

SHADOW DANCER
(US Gold)
C64
£8.99/£12.99
SAVE £2.00/£3.00!
Amiga
£19.99
SAVE £5.00!

RAILROAD TYCOON
(MicroProse)
Amiga
£23.99
SAVE £6.00

ARMOUR-GEDDON
(Psygnosis)
Amiga
£19.95
SAVE £5.00!

ULTIMA VI
(Mindscape)
C64 Disk
£19.99
SAVE £5.00!

PRO TENNIS TOUR 2
(Ubi Soft)
Amiga
£19.99
SAVE £5.00!

SOFTWARE MEGADEAL

If you wish to order any cassette or disk that is currently available please use the following Special Offer discount table to calculate your Offer price using the reccommended retail price as quoted on the software houses adverts

RRP	OFFERS	SAVE
4.99	3.99	1.00
7.99	6.44	1.55
8.99	7.24	1.75
9.99	7.99	2.00
10.99	8.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
15.99	12.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
24.95	19.95	5.00
24.99	19.99	5.00
29.99	23.99	6.00
34.99	27.99	7.00

CARTRIDGE SAVINGS

RRP	OFFERS	SAVE
19.99	17.99	2.00
24.95	21.95	3.00

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES

LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are available for a measly £1.95 each.

5, 8, 12 to 25, 27, 28, 30 to 41, 46 to 49, 51 to 60, 64

The following MEGATAPE issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.45 each.

26, 42, 43, 44, 45, 50, 61, 62, 63, 65, 66, 67



HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarly, don't forget to indicate garment size for clothing. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only).Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item (80p per back issue) for Air Mail delivery.

ZZAP! MAIL ORDER ISSUE 74

Name ______________

Address ______________

____

____

Post code ______________

Tel no. ______________

Description	Format/Size	Price
	TOTAL ORDER	

Method of payment (please circle) Access | Visa | Cheque | PO

Credit Card No ______________

Expiry Date ______________

Please make cheques and postal orders payable to ZZAP! ltd.

SEND THIS FORM TO:
ZZAP! Mail Order, PO Box 10, Ludlow, Shropshire, SY8 1JW

BEAT INFLATION!

special offer!

SUBSCRIBE NOW!

for a limited period only!

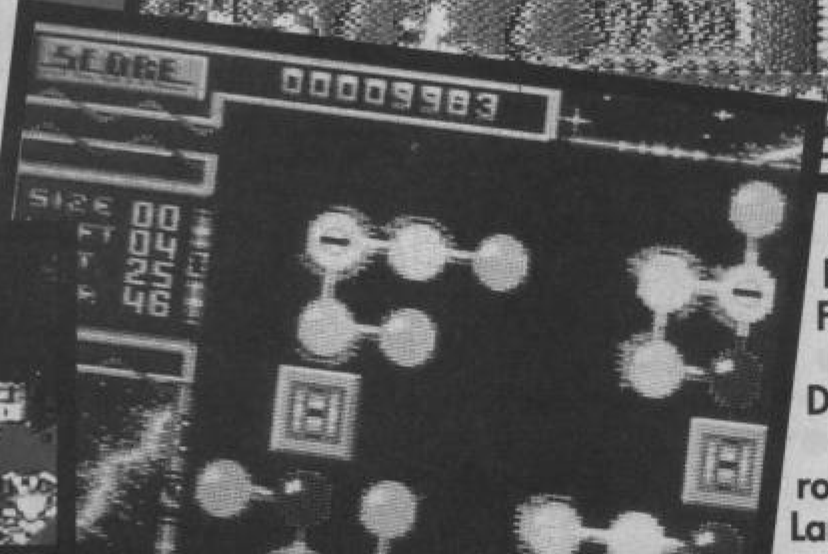
● For the **OLD** price of just **£23** and get a **FREE GAME** or **JOYSTICK!**

● Yes, you CAN beat the dreaded inflation! If you bought them in the shops, the next 12 issues of ZZAP! would cost you £26.40, but by subscribing now you can save £3.40! Not only that but you can claim...

either a FREE £9.99 GAME of your choice

or a **POWERPLAY CRUISER JOYSTICK.**







But you'd better be quick, because this INCREDIBLE SPECIAL OFFER only lasts until JULY 28TH. So don't be a dithering John Major type or you'll never beat inflation! (I find that statement highly, I mean very much disagreeable — JM.)

UK MAINLAND	**£23**
OUTSIDE UK	**£25***
OUTSIDE EUROPE	**£38***

*** Free gift offer only applies for UK residents. All subscriptions outside UK are posted air mail!**

NORTH AMERICANS!

ZZAP! has got its own subscription and back issues sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd, tel: 519 456 5353 (or fax him on 519 456 5355) — Visa accepted. Alternatively send your enquiries to British Magazine Distributors Ltd, 40 Wilkins Drive, Sweaburg, R.R.#1, Woodstock, Ontario N4S 7V6, Canada. Yearly subscriptions rates (until July 28th): US $65, Canada CAN$75.
Back Issues: US $5.45, Canada CAN$6.45 (inclusive of postage).

Here's what just a few of ZZAP!'s many celebrity readers have to say about this amazing deal...

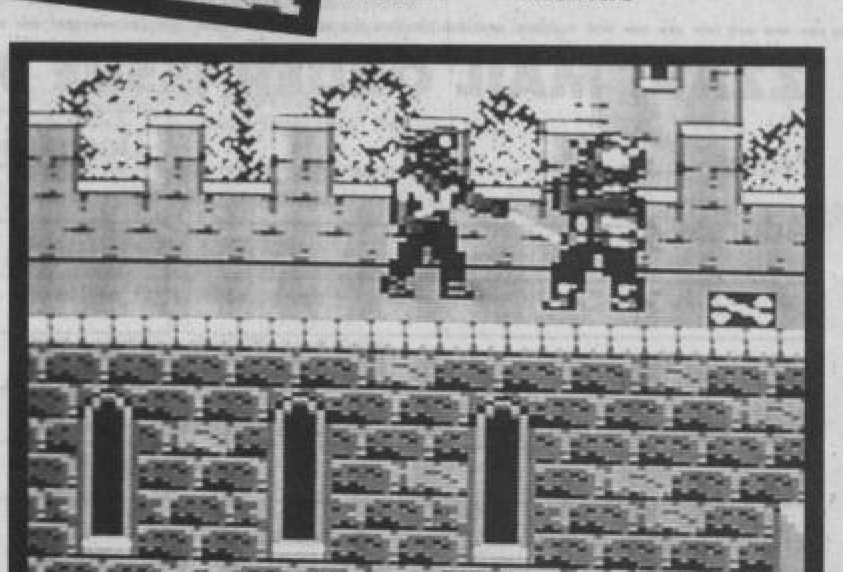
`Subscribe before the world ends!' — David Ike

`Don't miss this nice Brucie Bonus!' — Bruce Forsythia

`It's bouncier than Dannii Minogue!' — Rob H

`Well worth a whip-round for!' — Norman Lamon

`Better value than my Metro!' — Markie



THE ULTIMATE CARTRIDGE COMES OF AGE!



ONLY £34.99 POST FREE

THE ACTION REPLAY Mk VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SECONDS

NOW

ACTION REPLAY MK VI

IS HERE!

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- TURBO LOADER - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- INFINITE LIVES GENERATOR - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- PROF MACHINE CODE MONITOR - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- SPRITE CONTROL - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- FREEZER FACILITY - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload, independently, at superfast speed - no more waiting for programs to load.
- DISK COPY - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- TAPE TURBO - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- FAST FORMAT - Format an entire disk in about 10 seconds - no more messing about.
- PRINTER DUMP - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- CENTRONICS INTERFACE - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- SCREEN EDITOR - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- EXTENDED TOOLKIT - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ACTION REPLAY MK VI

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

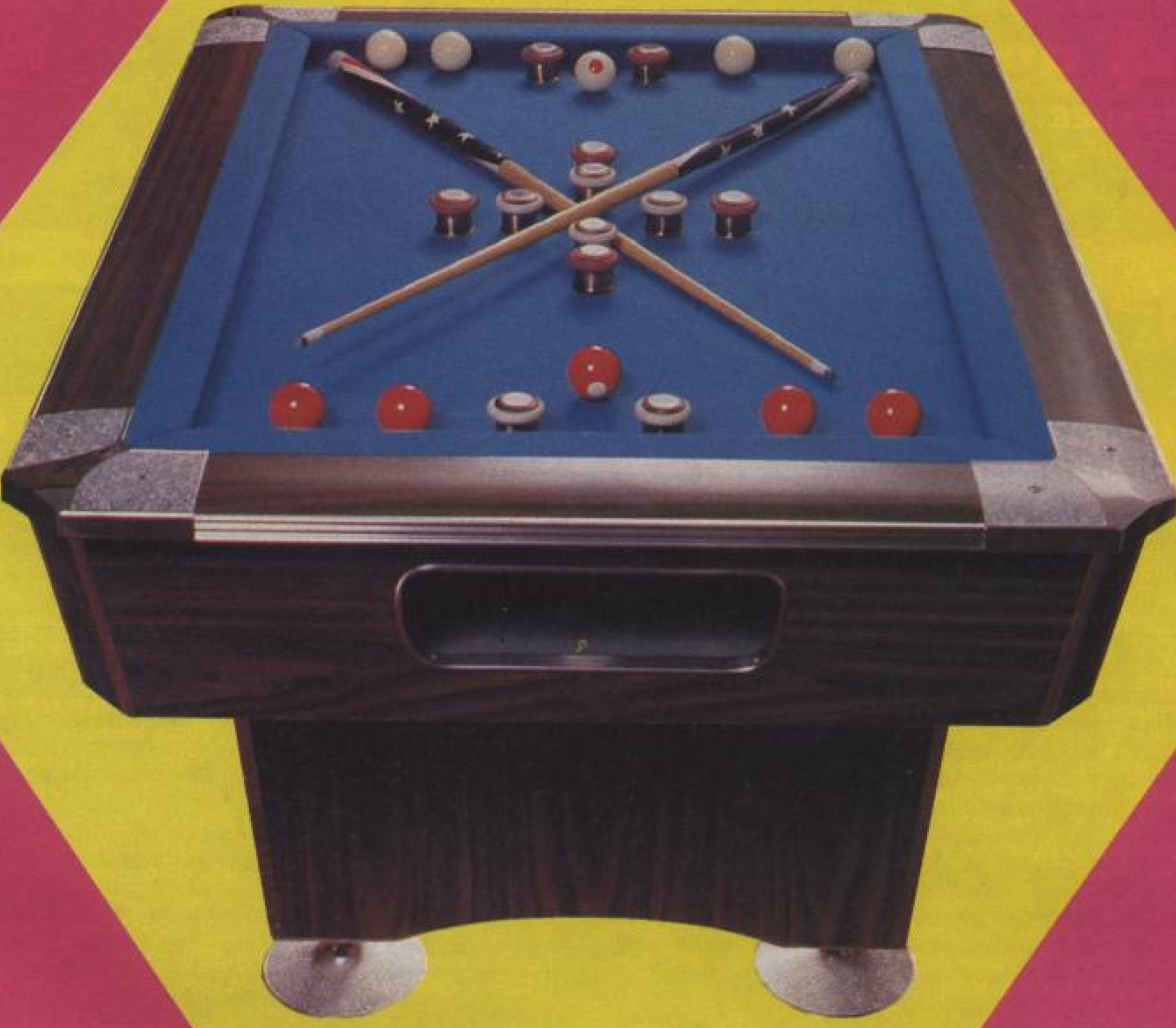
ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TECHNICAL/CUSTOMER SERVICE 0782 744324

ARE YOU READY FOR REBOUND?



THE LATEST CRAZE TO SWEEP THE UK IS CALLED REBOUND, AND YOU COULD BE THE ONLY ONE IN YOUR NEIGHBOURHOOD TO OWN ONE OF THESE BRILLIANT MACHINES IF YOU WIN OUR COMPETITION! THE GAME IS A BIT LIKE POOL, BUT FASTER AND MORE FUN! IF YOU WANT TO WIN IT YOU'VE GOT TO BE ON THE BALL AND PHONE THE NUMBER SHOWN BELOW NOW!!

0898 224852

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. Pepperoni, Sandylands House, Morecambe, LA3 1DG
Please ask your parents permission before you call. Average length of the call is 5.5 minutes.





SPIKEY IN TRANSYLVANIA

CodeMasters, £2.99 cassette

Before the almost inevitable *CJ's Elephants Antics II*, Genesis Software have taken time out to produce a game which crosses the puzzles of arcade adventures like *Dizzy* with some extremely stylish 3-D. So how does taking on the mantle of a horny Viking grab you?

Shipwrecked in Transylvania and minus his shipmates, Spike the Viking isn't too pleased, especially when his comrades-in-horns aren't around to join in the drinking songs. It's no fun being a prototype lager-lout without your friends to get you into trouble, so Spike set off to liberate his friends from the local prison. Logically Spike might as well bang his head against a brick wall, douse himself with alcohol and get himself locked in with them straight away, but he prefers to go about things the long way!

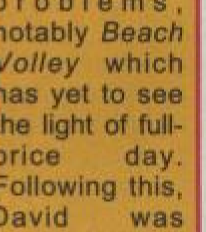
SIT is quite a change from the excellent platform action of *CJ*, instead using the well-worn form of a flickscreen arcade-adventure rather like the old Ultimate games. There's puzzles and people galore to encounter, adding up to a fair sized challenge. Spike's Viking longboat was crewed with eight other sailors, each locked away in their own cell so there's eight keys which must be found. Obstacles are provided by energy-sapping rats, ghosts, guards, bats in the bell tower, and even a cute puppy with the manners of a Rottweiler! There's also Arbold the amateur Magician, who might be able to help you out.

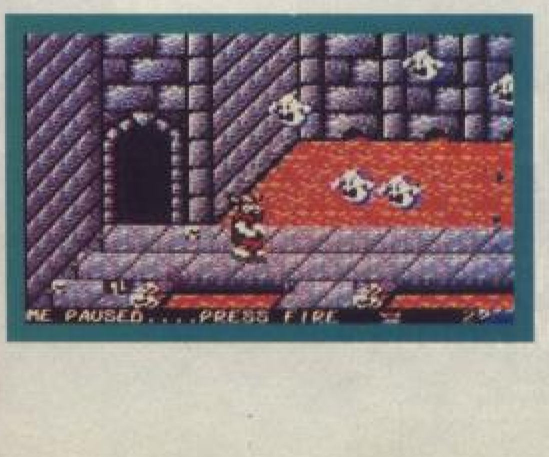
There's nothing terrifically original about all this of course, however a nice sense of humour freshens everything up quite marvelously. I especially like the jailer who can only be bribed with a Pink Floyd tape and a Walkman. And the main sprite himself is a deadringer for Hagar the Horrible and makes a great change from cutesy elephants, walking eggs and such like.

Although Spike is unarmed, there's a strong arcade feel with haunted rooms (where ghosts come sweeping in at you), castle battlements being blasted by lightening and of course the bats. The heart of the game is the puzzles though. Spike can carry several items which can be offered to various characters in hope of an exchange. There's also a few switches to be manipulated and guards to bribe.

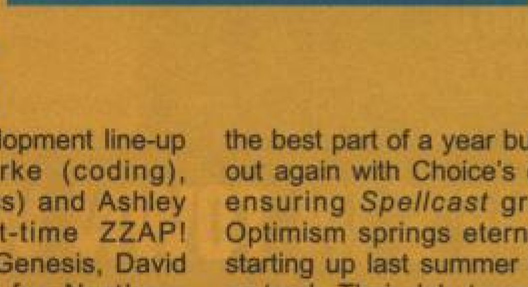
Compared with the *Dizzy* series the puzzles are relatively simple linear affairs, and it can be a little tough at times with the random movement of rats and bats, but like *CJ* it's the execution that makes the game *really* shine. Programmer Dave Clarke has managed to compress over 60 surprisingly varied screens into one load, together with Ash Hogg's decent FX and a good, lengthy in-game tune, sporting a neat bell clang 'sample' which really does show off your C64's SID chip! It might not stand up too well in the game sophistication stakes but like Genesis's previous game, *CJ*, it's extremely accessible, refreshingly original in ideas, great on the staying power front and (most importantly) it's a steal at the price!

OVERALL 91%





GENESIS — BIRTH OF AN ELEPHANT



Genesis Software Developments have been well and truly thrust into the limelight recently with *CJ's Elephant Antics* last month and now *Spike in Transylvania*, both reaching Silver Medal status. The Genesis Development line-up consists of David Clarke (coding), Jonathan Smith (graphics) and Ashley Hogg (music and part-time ZZAP! contributor). Previous to Genesis, David and Jon were working for Northern Ireland-based Choice Software, contributing to a conversion of *New Zealand Story* and C64 *Beach Volley*. But both products suffered problems, notably *Beach Volley* which has yet to see the light of full-price day. Following this, David was working on *Spellcast* for the best part of a year but Dave's luck run out again with Choice's demise, promptly ensuring *Spellcast* ground to a halt. Optimism springs eternal etc, and after starting up last summer Genesis are well on track. Their debut game showed off the lessons learnt with *New Zealand Story* — *CJ* arguably being the best original budget game in years.

PIG in a poke!

Exclusive *Shadow Dancer* tips and maps, the explosive truth on *Navy SEALs* and a whole host of top-of-the-range tips. Even CJ puts in a guest appearance — now how's that for trumpeting good tips?!

CJ'S ELEPHANT ANTICS

(Code Masters)

Trumpeting Good Tips

● In Switzerland, the Penguins perform in exactly the same manner as the French Frogs except they jump about a bit more. If you see one below you, bomb 'im! If he's next to you, run for it and peanut him from a distance!

● Avoid the snowmen as they're armed with their snowballs (!), only peanut them from a distance and from a lower level, bomb from above but watch those balls!

● Catching the cable car can be tricky in one-player mode and downright infuriating in two-player mode to see your 'friend' leave you behind (and I mean YOU here, slimy Phil!). The second cable car can be jumped on every alternate time the first cable car reaches the top of its ride. Try jumping to the second one (from the middle of the cable car) before the first one reaches the middle pole.

● The Yeti takes about 35 peanuts to kill but you may not get a chance to peanut him as he bounces around and the stalactites fall all around (who said *Turrican*?). The best bet is to use bombs on him when he's close and if you risk getting REAL close you can unleash loads of bombs very quickly and finish him off!
at

A risqué one, this, and not for the innocent ones out there. But seeing as the game comes from ex-Choice Software people this is to be expected! Right Ash?

To protect the innocent, we've reversed the cheat so to get the right cheat just reverse the following and type it in on the title screen.

SELOHESRAYRIAH

Reversed it? Good! Typed it in? Good! The border will have changed colour to confirm it so start the game and you've now got infinite wellyphants! Trumpet!

And if that wasn't enough say Ta! to Ian McCormick **and** Steven King **for this Action Replay Cartridge POKE.**

POKE 18429,181 — Infinite CJs!

And some more memorable CJ's stuff for those of you with a Reset Switch thanx to Waz's brother, Clinton.

POKE 6259,(0-255) for infinite lives for both players, otherwise
POKE 18429,181 for infy lives for player 1 and
POKE 19871,189 for infy elephants for player 2
POKE 6231,2 to start on Level 2
POKE 6231,4 to start on Level 3
POKE 6231,6 to start on Level 4
When you've entered all that little lot, type SYS 6144 and hit RETURN to restart.

And a little music hack here, allowing you to listen to the music from any level you so desire! Good stuff!
Load the game and Reset the C64 with your Reset Switch.
Type in the following — **CJ MUSIC *
Type POKE 4112,x where x is any value between 0 and 4 for the five different tunes.
SYS 4096 kicks the tunes off.

Last minute thanx to BBMG **of Thetford for his CJ POKE and Spurs supporting!**
Some level-select Reset switch POKES.
Load up, reset, hack away, cheat!
POKE 6259,(0-255) for infinite lives for both players, otherwise
POKE 18429,181 for infy lives for player 1 and
POKE 19871,189 for infy elephants for player 2
POKE 6231,2 to start on Level 2
POKE 6231,4 to start on Level 3
POKE 6231,6 to start on Level 4
When you've entered all that little lot, type SYS 6144 and hit RETURN to restart.

And a little music hack here allowing you to listen to the music from any level you so desire! Good stuff!
Load the game and Reset the C64 with your Reset Switch. Type in the following and RUN it.

```
10 REM MUSIC HACK FOR CJ
20 REM BY WAZ FOR ZZAP! IT'S GRRROOOVVVYY!!
30 FOR WA=4096 TO 4172: READ Z:
C=C+Z: POKE WA,Z: NEXT Z
40 IF C≤8221 THEN PRINT "DATA ERROR MATEY! CHECK THE LISTING!": END
50 SYS 4096
100 DATA 120,169,016,141,021,003,169,040
110 DATA 141,020,003,169,053,133,001,169
120 DATA 004,032,000,169,169,055,133,001
130 DATA 169,075,141,181,220,162,000,142
140 DATA 014,220,232,142,026,208,088,096
150 DATA 169,053,133,001,169,001,141,025
160 DATA 208,169,252,141,018,208,169,027
170 DATA 141,017,208,169,001,141,032,208
180 DATA 032,009,169,206,032,208,169,055
190 DATA 133,001,076,049,234
```

After that enter POKE 4112,x (x in the range 0-4) and SYS 4096 to start the trumpety music!For a hidden message in CJ, load up the game as per usual, reset the game and enter
POKE 2105,79: POKE 2465 (or 2485 if this doesn't work!),79: SYS 2061 to read typically programmer stuff!

And if you haven't got a Reset Switch and want to try out either the Music Hack or the Infinite Lives/Level-Select cheats then type in the following as our friend Waz **has catered for Reset-less POKErs!**

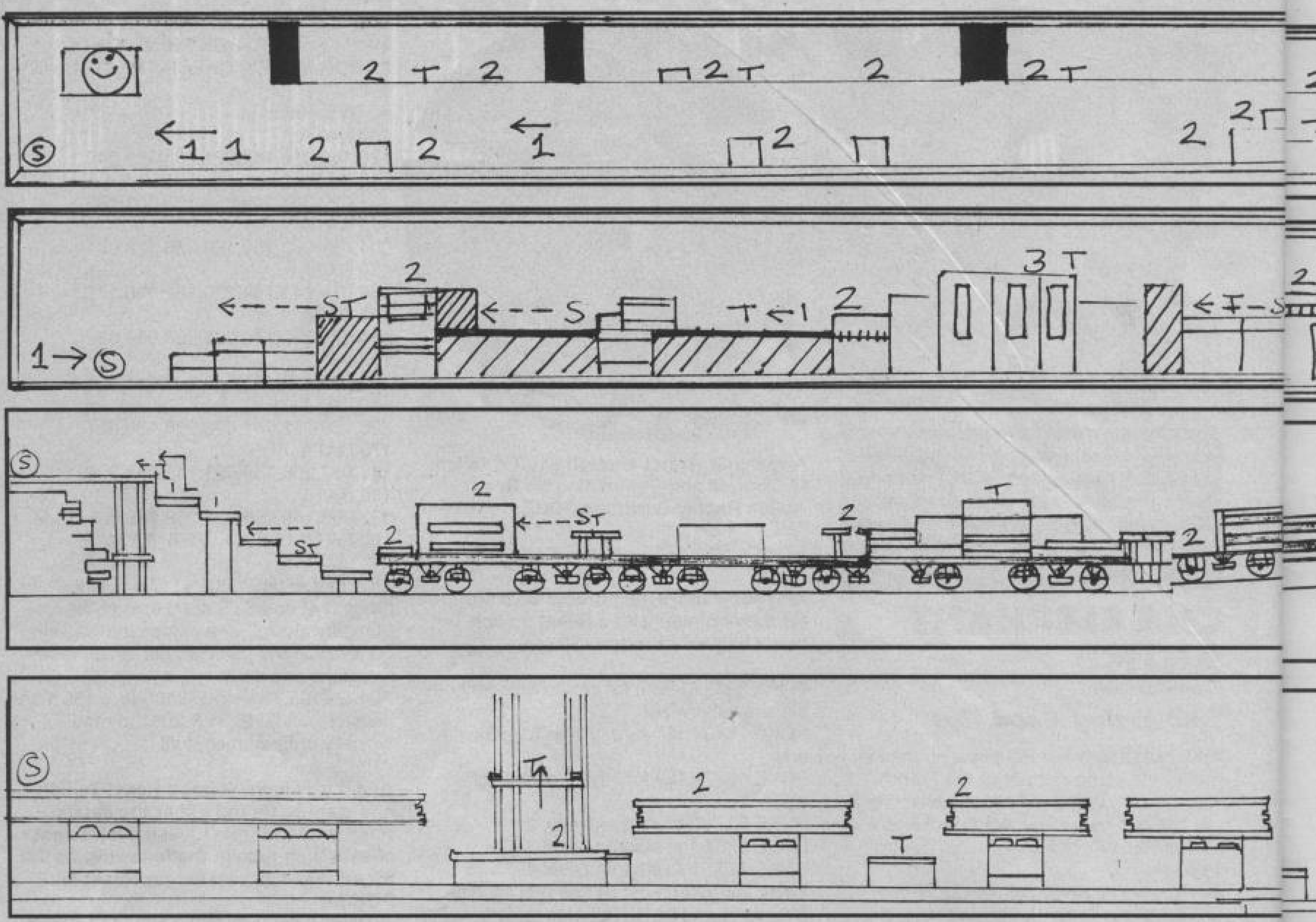
1. Rewind the tape to the start and type the following (don't forget to hit RETURN after each line) POKE 43,255: LOAD
2. Now press PLAY on the trusty C2N. The main code will load and come up with a ?SYNTAX ERROR MESSAGE but don't worry, things are fine!
3. Now type POKE 2085,123: POKE 2086,227 with a RETURN after this lot. Now type SYS 2061 (RETURN)
4. And the next bit loads. When the READY prompt appears type POKE 49612,226: POKE 49613,252 (RETURN) with an SYS 49152 (RETURN) to follow. The rest of the game now loads and then resets allowing you to enter the above music/infinite lives/level select hacks.

BADLANDS

(Domark)

Guide-to-shopping-in-*Badlands* here we come, thanks to Robin Bharaj **from Charlton!!**

Level 1	— Missiles,Turbo
Level 2	— Speed, Turbo
Level 3	— Shield, Missiles
Level 4	— Speed, Turbo
Level 5	— Tyres
Level 6	— Speed, Turbo
Level 7	— Missiles, Tyres
Level 8	— Shield, Tyres



SHADOW

• US Gold

From one Ninja to another and this one couldn't find a kennel so he's brought his dog Fido along. Thanks to Images for the *Shadow Dancer* cheat version which helped a lot with the mapping. Look out for the later levels and the cheat mode for this groovy disco dancing Shuriken-'em-up coming soon.

Terrier Tips

★ It's easier and quicker to hold down fire and push left/right to fire in the appropriate direction rather than pressing fire and the direction together. This also applies to jumping up or down between platforms. Don't hold down the fire button too long before firing or Fido wanders around.

★ If in doubt about tackling a bad guy then send in Fido! Don't rely on him too much as he can transform into the little nipper of a dog at the slightest hit from a bad guy. A moment's distraction is all you need to kill the bad guy if Fido gets his teeth into him. If Fido takes a battering he'll disappear and quickly reappear with full energy so if he doesn't work first time, kill him off and then send him in again! You've got to be cruel to be kind!

★ And if this doesn't work then try moving back and jumping up to get the bad guy to fire and then you can unleash shurikens (this works well against the shield-throwing henchmen).

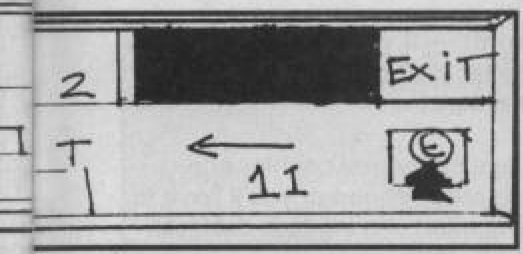
★ As a last resort use Magic. It's inefficient to use it on normal bad guys but it gets you out of tight (and often fatal) situations. It's best to keep Magic for the end-level opponents as each Magic gets rid of 2 energy units (out of each opponent's maximum of 8 energy units) and this is a lot easier than firing 12 or more Shurikens to achieve the same effect.

★ To avoid tangling with the Ninjas just keep walking as they aren't too fast and quickly get left behind. Unfortunately, new Ninjas can pop up ahead of you to to replace them and with these you'll have to stop and dispose of them to be able to progress. The Ninjas appear in set areas of each level so to best avoid them try and get out of their patrol area (the areas they appear in are shown on the map).

The Bad Guys

Standing Henchmen — Easy! Just crouch and let 'em have it! Watch out,

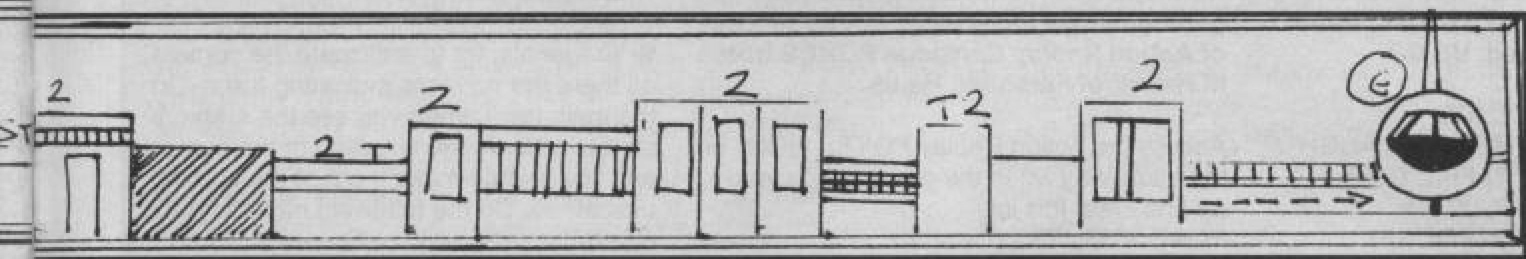
STAGE 1.1 TIME LIMIT 2:15
4 BOMBS TO DEFUSE



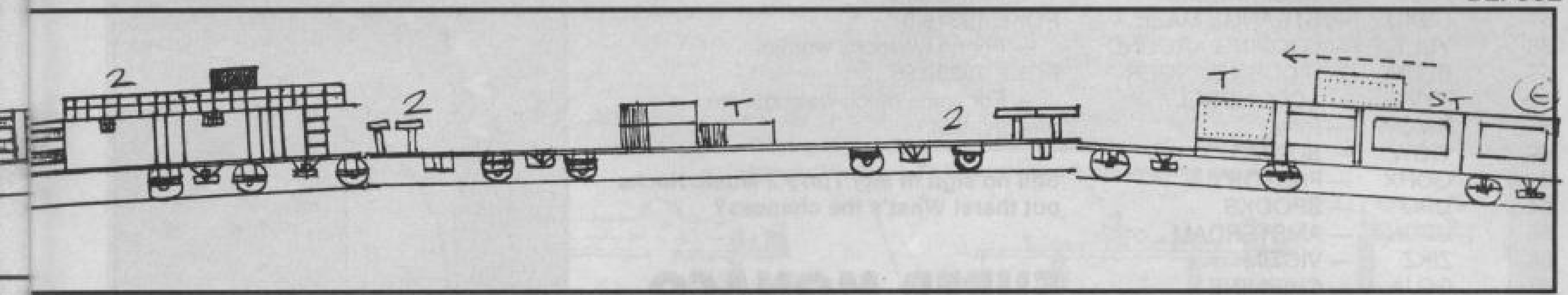
MAPS CONSTRUCTED BY
SAM 'BLODDERS' LUXFORD
WONKY LINES COURTESY OF
ROB H. TA BLODDS!!!! XXX

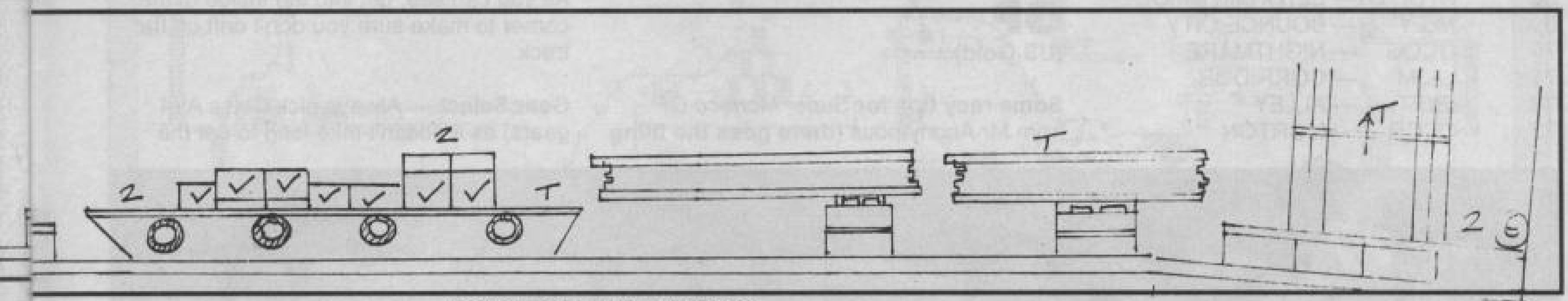
KEY
S=START
E=EXIT
1=WALKING HENCHMAN
2=STANDING HENCHMAN
T=TIME BOMB
ST=SHIELD THROWING MUSCLE MAN
ARROW INDICATES DISTANCE OF SHIELD THROWN
UP ARROW INDICATES JUMP UP

STAGE 1.2 TIME LIMIT 1:45
5 BOMBS TO DEFUSE



STAGE 2.1
TIME LIMIT 2:30
4 BOMBS TO DEFUSE





STAGE 2.2 TIME LIMIT 1:30
5 BOMBS TO DEFUSE

DANCER

though, for those who can crouch and stand.

Crouching Henchmen — Stay below the crouching men and jump straight up to Shuriken them after they've fired or alternatively jump their bullets/knives and Shuriken them if you're close — Fido takes too long to get to them so don't bother.

Lying-Down Henchmen — The best bet with these is to get below their line of fire and after they've fired to jump straight up and let them have it. If this isn't possible then jump their bullets and send Fido in, he's your only hope!

Shield-Throwing Muscle Man — Send Fido in at any time except when the shield is in flight as it returns and kills Fido while he's attacking the Muscle Man. Crouch to kill the Muscle Man when his shield is flying overhead.

Ninja — Stop firing for a few seconds and the Ninja walks towards you, at this point let him have it. If he's jumping then all the better as one hit will kill him!

Firebomb-Throwing Fat Guys — Stay back until they've thrown the Firebomb, wait a few seconds and then send in Fido to distract the Fat Guy. The Firebomb should have fizzled out by the time Fido gets to the baddy, so you can walk up to him and kill him. Alternatively, go for the risky jump over the Firebomb.

THE BONUS STAGE

An extra Credit, Life and Magic are the reward for successfully killing 60 Ninjas in this stage so don't louse it up! Go for the lower ledge (higher priority) Ninjas first. If a Ninja is in mid jump down to a lower ledge when you shoot him then you can forget about him as he dies as soon as he lands on the lower ledge. Handy as it gives you a spare second or so to tackle another Ninja. If a Ninja lands on the lowest ledge and moves left/right then stay on the right/left side of him so when he comes back from the side of the building you're ready to hit him — try to kill the Ninjas before they get back to the middle of the lowest ledge!

I'll have levels 3,4 and hopefully 5 next issue, maybe the cheat mode if Images are nice to us. Music/infinite lives listings are what I want so go for it readers!

CHIP'S CHALLENGE
(US Gold)

And yet *another* 25 code words for the C64 conversion of a rather nifty Lynx game thanx to David Livermore **from Stockport,** Marcel Puxxen **from Holland and US Gold from Brum. When's *Slime World* getting converted, US G?**

51	IGGJ	— I SLIDE
52	PPHT	— THE LAST LAUGH
53	CGNX	— TRAFFIC COP
54	ZMGC	— GRAIL
55	SJES	— POTPOURRI
56	FCJE	— DEEPFREEZE
57	UBXU	— STRANGE MAZE
58	YBLT	— LOOPING AROUND
59	BLDM	— HIDDEN DANGER
60	ZYVI	— SCOUNDREL
61	RMOW	— RINK
62	TIGW	— SLO MO
63	GOHX	— FACTORY
64	IJPQ	— SPOOKS
65	UPUN	— AMSTERDAM
66	ZIKZ	— VICTIM
67	GGJA	— CHIPMINE
68	RTDI	— EENY MINY MOE
69	NLLY	— BOUNCE CITY
70	GCCG	— NIGHTMARE
71	LAJM	— CORRIDOR
72	EKFT	— ALLEY
73	QCCR	— MORTON
74	MKNH	— PLAYTIME
75	MJDV	— STEAM

TURRICAN 2
(Rainbow Arts)

No maps this month as the levels are getting dangerously large but try this set of Action Replay Cartridge POKES from M Hewett **of Fareham, Hants.**

Access the Action Replay POKES facility in the usual way when the game has loaded up and enter this lot.

POKE 3085,173
— Infinite time
POKE 19319,0
— For no weapons worries
POKE 19239,96
— For some much welcome life preservation

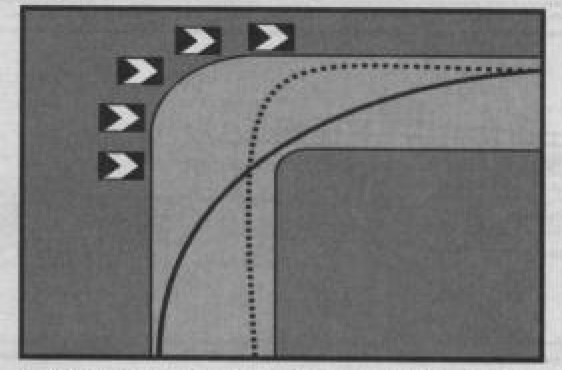
Still no sign of any *Turry 2* Music Hacks out there! What's the chances?

SUPER MONACO GP
(US Gold)

Some racy tips for *Super Monaco GP* from Mr Anonymous **(there goes the filing system again!) — if you recognise these tips then do let me know so you can be officially thanked!**

● Keep an eye on the rev counter and don't lose too much speed or you'll have to change down, often coming to a standstill when at the low revs.

● In tunnels, try to anticipate the corners, as there are no signs indicating turns. On the main track when you see the markers start to steer in the direction of the corner, and you should make it out of the corner unscathed. Do the following move to get round.

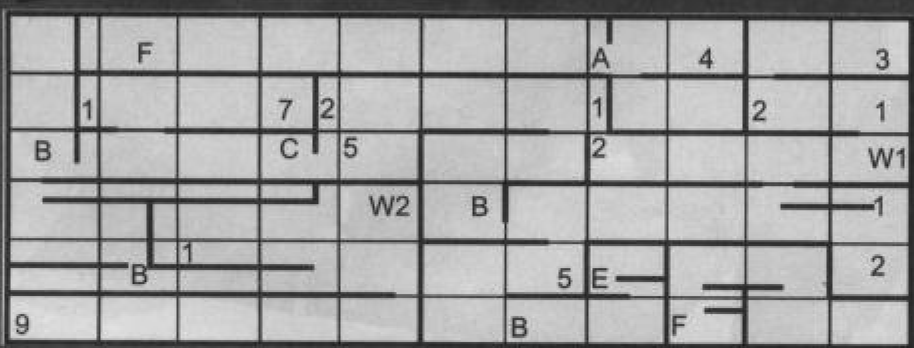


As you can see, get into the inside of the corner to make sure you don't drift off the track.

Gear Select — Always pick Class A (4 gears) as it doesn't take long to get the

MOONSHADOW
● IDEA

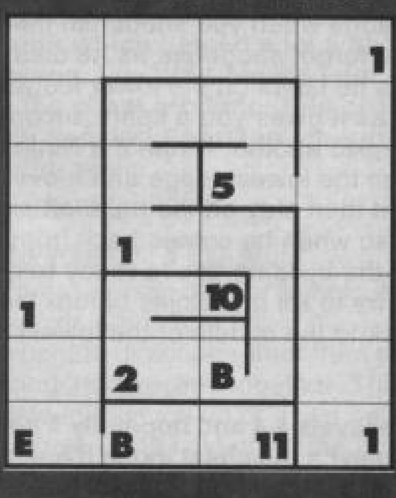
THE MAPS



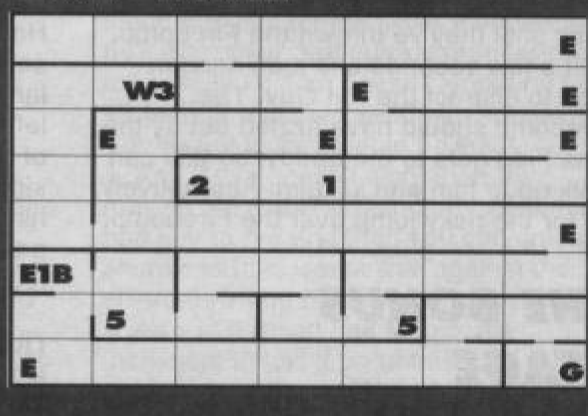
LEVEL ONE

Looks like 1992 comes early as our Euro friends in Italy come up with the goods on this fairly standard but addictive platformer.

LEVEL TWO



LEVEL THREE



The Obstacles

A Skulls
B Door
C Main Door
D Poisoned Door
E Dragon Head
F Teleporting
G Final Monster

The Weapons

W1 Axe
W2 Light Ball
W3 Fire Ball

The Objects

1 Potion — Heals wounds
2 Key — Opens doors
3 Antidote — Heals poison
4 Horn — Opens the main door
5 Memory Stone — Shows the map
6 Shaman's Stick — Destroys skulls
7 Crystal Ball — Activates teleporting
8 Copper coins — Points
9 Sceptre — Access to Level 3
10 Shield — Protects from Dragon's Head shots
11 Amulet — Protects from the Final Monster!

How to use Objects

Use 2 with B
Use 3 with D
Use 4 with C
Use 6 with A
Use 7 with F
Use 10 with E
Use 11 with G

NAVY SEALS
(Ocean)

Ace, this one! It's finally out on cartridge (after being delayed by Madass Saddam himself) and now we have a map of Level 1 — an easy enough level to complete if you know what you're doing, but if you don't then this comes in handy. Level 1 this month, more to come with a cheat mode or two in a later issue. Throw us a fish someone! Arf! Arf! Many sealy thanx to RMD of Walsall for his map as well (a slightly different method to mine but as effective).

Level 1 Tips

● Whenever you move into a new area where the enemy lurks always inch forward and duck down if you see an enemy on the same level as you, if he's above or below then run back in case he fires diagonally. Pick him off at your leisure once you've worked out his move and fire directions.

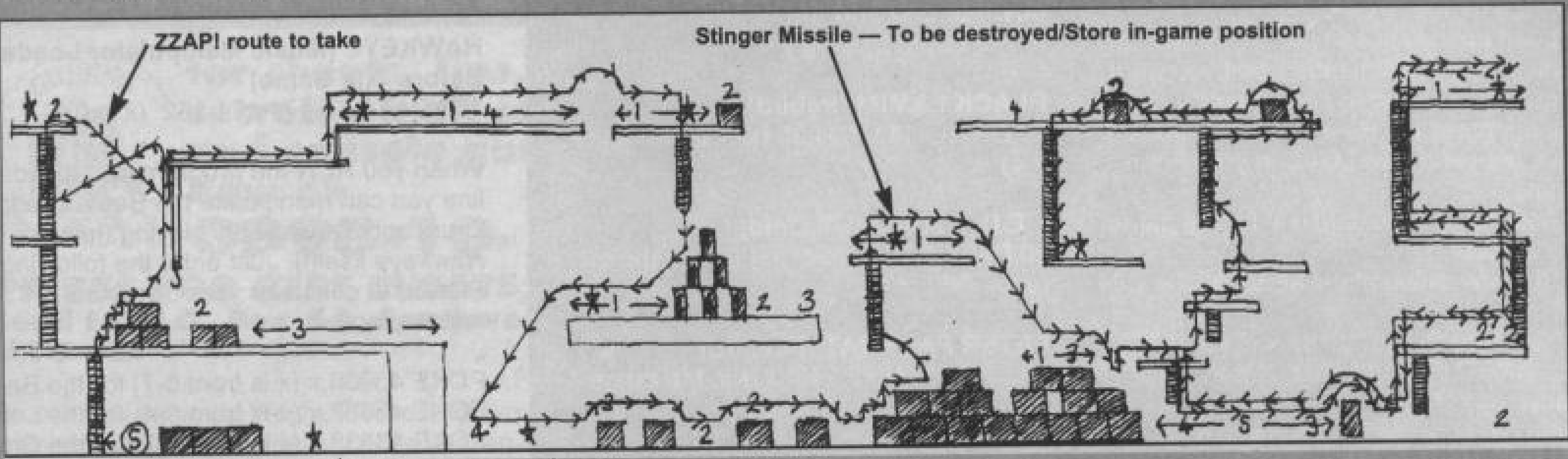
● If you jump from platforms you can catch onto ladders by pushing up as you fall diagonally past them (this also applies to catching onto platform ledges) so you can pull yourself up quickly.

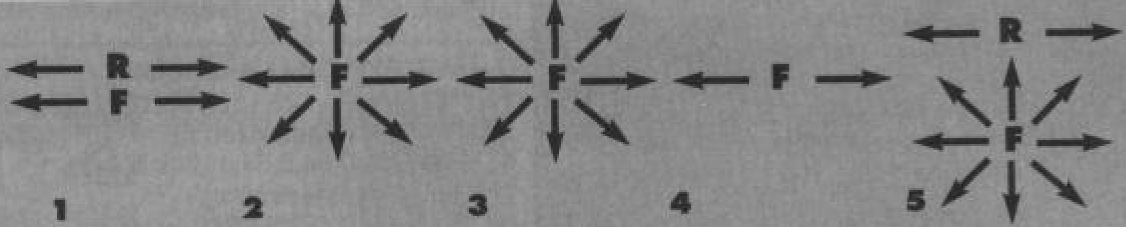
● Falling more than half the screen height kills you so time your jumps up the top carefully. Better still, use the technique of hanging down and shinning along a platform and then either lift yourself up or fall down when you get to the place you want.

● Don't forget that you can't do a running jump over crates, you have to go up to them to climb over them which can be fatal if an enemy is waiting on the other side (especially a diagonally firing enemy).

● Also don't forget that you can fire through crates, walls, barrels etc — those tea-towellers have nowhere to hide now!

● If you're having trouble with a bad guy chasing you around then get in close to him (and I mean right next to him), he won't be able to shoot you when you're right up close so finish him off when he's fired and missed you (the clot!).





The Tea Towel-Wearing Enemy — The Observer's guide
R = Runs in these directions
F = Fires in these directions
STATIC = Enemy just stands still but can still fire at your manC = Enemy chases your man around the level once he's been spotted

NAVY S.E.A.L.S Level One

hang of the gears and it gives you a better chance of qualifying.
If you chose Manual Transmission, especially Super Class A (7 gears), overtaking isn't a problem. Never go from 6th to 7th gear quickly — let it go to full revs before changing up. The same applies with 3rd and 4th gears in level 2 (Class A). Once you've learnt the track layouts, getting to Monaco should be relatively simple.

Qualifying — Try and get to know the circuits, so you can anticipate corners. Don't slow down unless you're heading for the corner markers.
Level 1 (Easy)
Top Qualifying Place — 5th

Level 2 (Medium)
Top Qualifying Place — 3rd

Level 3 (Hard)
Top Qualifying Place — 1st

Hopefully I'll have a player's guide to each course next month so fingers and steering wheels crossed!! Any cheat modes?? If anyone out there has anything in the way of music hacks then they'd be well appreciated.

4TH DIMENSION
(Hewson)

Thanx to Peter JR Laws **for heeding my desperate plea for *4th Dimension* hacks — darn shame the compilation didn't do better than it did. What went wrong??**

1. Type in the 4th Dimensional Listing and SAVE it to tape.
2. Now add the Dimensional Data Lines relevant to the game you want to cheat on and RUN the Listing.
3. Press Play On Tape to load the relevant game and CHEAT!!

4TH DIMENSIONAL LISTING

```
1 REM You're entering the 4TH
DIMENSION
2 REM Cyberhack Courtesy of P JR Laws
(C) 1991
10 LET A=520:
20 READ Z: Q=Q+Z: IF Q<>0 THEN POKE
A,Z: A=A+1: GOTO 20
30 SYS 520: REM
40 DATA
32,44,247,162,16,142,62,3,232,142
45 DATA
64,3,32,108,245,169,32,141,233,16
50 DATA
169,61,141,234,16,169,2,141,235,116
55 DATA
162,157,189,158,16,157,158,2,202
60 DATA 208,247,169,166,141,20,3,169,2
65 DATA
141,21,3,208,254,141,13,220,72,169,32
70 DATA
141,240,3,169,82,141,241,3,169,2,141
75 DATA 242,3,104,96,169,93,162,2,141
```

DIMENSIONAL DATA LINES

(Add the relevant Data Lines to the game you want to cheat on.)

Mission: Impossabubble

```
100 DATA 201,250,142,202,250,96,169
110 DATA 173,141,116,126,76,54,250,-
11489
```

SOUND OF MUSIC

(The Waz Remix!!!!)

Looks like this Mancunian Waz fellow (and fellow indie-scene fan) is becoming THE ZZAP! tipster and here, at no extra cost, is a short sonic interlude by the man himself! What do we have today, Waz?? Music hacks, Rob!!! (Unless indicated otherwise, the following hacks require you to have a Reset Switch/Reset Cartridge — sorry.)

THE TIM/MIKE/GEOFF FOLLIN HACK

Now THESE musicians just can't be beat! For some hacks of some of the better Follin feedback then perform the following operations.

1. Type in the Follin Listing below and SAVE it for future use.
2. Load up the chosen piece of software containing the Follin music that you want to groove on down to and when it's loaded, press the Reset Switch (if you have one) and now LOAD in your Follin Listing.
3. Add the specific data line for the game you've loaded.
4. RUN the listing and if all is OK, the C64 will reset.
5. Now type POKE 49168,x: SYS 49152 with a RETURN after that. X is the tune that you want to play from the appropriate game (see the values with each data line to determine the range of x).
6. When you've heard enough of the tune, press RUN-STOP and RESTORE to exit the routine and now you can change the value of x and listen to another tune.

THE TIM/MIKE/GEOFF FOLLIN LISTING

```
1 REM THE FOLLIN AURAL AMBIENCE!
2 REM BY WAZ FOR ZZAP! (C) 1991
3 FOR WA=49152 TO 49199: READ Z:
C=C+Z: POKE WA,Z: NEXT WA
4 IF C≤4848 THEN PRINT "GURU
MEDITATION! ERROR IN YOUR DATA!
CHECK IT OR ELSE!": END
5 READ T,I,M,F: POKE 49170,T: POKE
49171,I: POKE 49190,M: POKE 49191,F
6 SYS 64738
10 DATA
120,169,033,141,020,003,169,192
11 DATA
141,021,003,169,053,133,001,162
12 DATA
000,032,047,192,169,055,133,001
13 DATA
169,075,141,181,220,088,076,030
14 DATA
192,169,053,133,001,032,047,192
15 DATA
169,055,133,001,076,126,234,096
```

DATA LINES

(Pick the music you want to boogy on down to and add the relevant data line to the Follin Listing.)

BLACK LAMP (Firebird)
20 DATA 144,94,84,25 (x is in the range 0-4)

L.E.D. STORM (US Gold)
20 DATA 12,104,196,104 (x is in the range 0-6)

PETER PACKRAT (Firebird)
20 DATA 3,240,6,240 (x is in the range 1-3)

BIONIC COMMANDO (US Gold)
20 DATA 3,102,180,102 (x is in the range 4-5)

AGENT X II (Mastertronic)
20 DATA 0,104,165,104 (x is in the range 0-3)

Now is anyone brave enough to hack *Ghouls 'N' Ghosts*? Or even better, *Gauntlet 3*!!!!!

Head The Ball
100 DATA
181,250,142,182,250,96,78,167,140
110 DATA 78,105,131,76,34,250,-11413

Cyberdyne Warrior
100 DATA
201,250,142,202,250,96,78,69,230,169
110 DATA
173,141,194,229,141,100,230,76,54,250,-12528

Insects In Space
100 DATA 201,250,142,182,250,96,78,173
110 DATA
141,253,66,141,80,62,76,54,250,-11859

MANIACS OF NOISE HACKS

And from one set of ace musicians to the superlative sonics of the Maniacs thanks to Waz's aural ambience hacks. You'll need a Reset Switch surprise, surprise but the result is well worth it, especially as the listing allows you to hack other Maniacs tunes (and maybe even one or two Sonic Circle/Jeroen Tel tunes too). I like this listing — look, I'm a load of variables!?!

1. Type in the Maniacal Listing and save it to tape/disk.
2. Load up the game of your choice featuring a groovy Maniacs tune and Reset the C64 upon loading to the point where you want to extract the music from (does that make sense to you readers?).
3. Load in the saved listing and add the Maniacal Data Line relevant to the game you're hacking.
4. Now RUN the program and when the READY prompt appears type in POKE 3088,x where x is the number specified next to the relevant data line. Hit RETURN and then enter SYS 3072 to let the music play on!

NOTE: If you have problems with the listing auto-running before you've added the data lines (and subsequently crashing the program) then save the listing with a rewritten line 1 as follows:

```
1 END
```

This stops the listing from RUNning before you've had the chance to enter the relevant DATA LINE.

THE MANIACAL LISTING

```
1 REM MANIACS OF NOISE HACK
2 FOR WA=3072 TO 3117: READ Z:
C=C+Z: POKE WA,Z: NEXT WA
3 IF C≤4139 THEN PRINT "DATA
ERROR! CHECK YOUR FUNKY THANG
OF A LISTING!": END
4 READ R,O,B,I,N: POKE 3090,R: POKE
3091,O: POKE 3109,B: POKE 3110,I:
POKE 3087,N
5 DATA 120,169,012,141,021,003,169,032
6 DATA 141,020,003,169,053,133,001,169
7 DATA 000,032,030,012,169,055,133,001
8 DATA 169,075,141,181,220,088,096,234
9 DATA 169,053,133,001,032,030,012,169
10 DATA 055,133,001,076,049,234
```

MANIACAL DATA LINES

HAWKEYE (Music Manipulator Loader Before The Game)
100 DATA 36,171,171,162 (x is 0)

When you RUN the program with this data line you can manipulate the Bass, Lead, Drum and FX while it's playing (just like in *Hawkeye* itself!). Just enter the following POKEs to construct your own aural masterpiece.

POKE 43636,x (x is from 0-7) for the Bass
POKE 43637,x (x is from 0-4) for the Lead
POKE 43638,x (x is from 0-7) for the Drum
POKE 43639,x (x is from 0-7) for the FX

HAWKEYE (The Game Itself!)
100 DATA 90,123,152,123,162 (x is 0-6)
DYNAMIX (Mastertronic)
100 DATA 0,64,6,64,162 (x is 0-2)
SCOUT (Mastertronic)
100 DATA 0,192,6,192,169 (x is 0-1)
GAPLUS (Mastertronic)
100 DATA 32,234,38,234,169 (x is 0-4)
SCORPION (Rack-It)
100 DATA 0,16,6,16,169 (x is 0-1)
STORMLORD (Hewson)
100 DATA 155,170,161,170,169 (x is 0-1)
CYBERNOID (Hewson)
100 DATA 0,174,6,174,169 (x is 0-1)

It only remains for me to say get those C64 tips rolling in and let's keep P.I.A.P. a force to be reckoned with! From next month we should have exclusive material on *Gauntlet 3* with *Back to the Future 3* and *Super Monaco GP* undergoing the full tips treatment. *Predator 2* and *Atomino* will get exposed!
This month Warren (Waz) Pilkington gets the £30 software for a magnificent set of POKEs spread across 6 tapes and as I'm generous I'll throw £15 Edward Masson's way for his *Ninja 3* maps — the rest of you get cracking on anything and everything!
The address? Why *Pig in a Poke, Newsfield, Ludlow, Shropshire, SY8 1JW*, of course!
Get The Message — ZZAP! IT'S SIMPLY THE BEST!

AT LAST!

COMMODORE I/C SPARES

AT DISCOUNT PRICES

For C64, C16, +4, C128 and Amiga

CIA	6526	£12.99	ROM	901227-03	£8.99
MPU	6510	£9.99	ROM	901225-01	£7.99
PLA	906114-01	£9.99	SOUND	6581	£16.99
ROM	901226-01	£12.99	RAM	4164	£2.99

C64 USER PORT RE-SET SWITCHES £5.99

MICRO MATE REPAIRABLE C64 POWER SUPPLY UNITS. SUPERB QUALITY WERE £29.99 NOW £24.99

C64, C16, +4, SERVICE MANUALS £19.90

All prices include post & packing, handling and VAT–send your faulty computer and P.S.U. for estimate and repair from £9.99 + parts + carriage + VAT.

SEND CHEQUE/P.O. ACCESS/VISA CARDS WELCOME

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL, FY5 3NE

Tel. (0253) 822708

COMMODORE SUPPLIES

C64 Power Supply	£25.99	C64 Serial Cable	£5.99
C 128 Power Supply	P.O.A.	Printer & Cable	£119.95
+4 Power Supply	£29.99	801-803 Ribbon	£4.99
C16 Power Supply	£14.99	C3N - C64 Convertor	£6.99
C2N Datacorder	£24.99	64 Instruction Manual	£9.99
C64 Reset Cartridge	£6.99	64/64C Service Manual	£9.99
64 Slimline Case	£11.99	VIC 20 Modulator	£14.99
C64 Parallel Convertor	£19.99		

C64 REPAIR

- Only £22.50

Including insurance, p&p etc send machine only.

To order send cheque/PO to

Omnidale Supplies, 23 Curzon Street, Derby, DE1 2ES. Tel: 0332 291219

VISA

DIAL-A-TIP CHEAT-LINE

GUIDING LIGHT

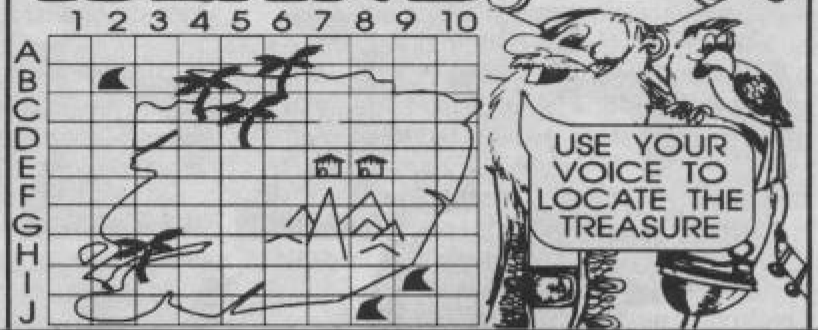
for cheats, tips, pokes and secrets on all computer and console games ring now on

0898-10-1234

PRIZES FOR BEST CHEATS, TIPS, ETC. Send to: P.O. Box 54, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright. Please ask permission of the person who pays the bill calls charged at 34p per min 'Cheap Rate' 45p per min at all other times.

TREASURE ISLAND



0898 313 586

Infodial PO Box 36 LS1 4TN Call charges 34p per min Cheap rate 45p all other times

You are a cricket captain of a leading league side, it's up to you to win the J.P. & C.A. League and the two cups. The pressure is on! Can you handle it, and take them to the top?

CRICKET CAPTAIN

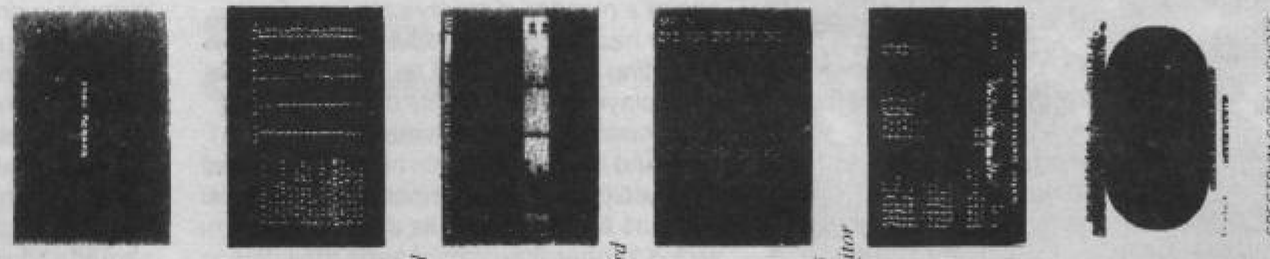
AVAILABLE ON SPECTRUM 48/128K, COMMODORE 64, AMSTRAD 464/6128 & AMIGA/ATARI ST - £24.99



£9.99

FEATURES

Graphic games
30 league matches
Bowling figures
5 day
40 overs
32 teams
352 players
C.A. League
J.P. League
J.P. Cup
C.A. Cup
Training
Injuries
Directors
Retirements
Internationals
Favourite shot
Favourite bowl
Players:
Batting
Fielding
Bowling
Hitting
L.B.W.
Full scoreboard
Scouts
Bonuses
Youth team
Save game
Next match
Printer option
Batting Extras
Name/Team editor
Weekly news
Full results
Run rates
Declaring
Bowling
Sell/Buy players
Change:
Fielders
Stumped
Caught
Bowled
Run out
Coaching



SPECTRUM SCREENSHOTS

D & H GAMES CANNOT GUARANTEE THAT ALL FEATURES ARE ON ALL VERSIONS

Available from all leading retailers

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

THE NATIONAL	■	●	I	▲	▼						£9.99
GRAND PRIX	■	●		▲	▼						£9.99
SNOOKER MANAGEMENT	■	●									£9.99
BOXING MANAGER II	■	●									£9.99
FOOTBALL DIRECTOR II		●			▼	◆	●	✖	▶		£19.99
CRICKET CAPTAIN	■	●	I	▲	▼	◆	●			£24.99	£9.99
RECORDS FILE	■	●	I								£3.99
COUNTY CRICKET	■	●		▲	▼						£9.99
MULTI - PLAYER SOCCER MANAGER	■	●	I	▲	▼	◆	●			£24.99	£9.99

SPECTRUM 48k ■ SPECTRUM 128k ● AMSTRAD CPC 464 ▲ AMIGA ● ATARI ST ◆
IBM ✖ BBC ◆ COMMODORE 64 I AMSTRAD CPC 6128 ▼ SAM COUPÉ ▶

Free catalogue also available by mail order.

Cheque/P.O. made out to D & H Games plus a large S.A.E. with 30p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name and address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packing.

MASTERS OF STRATEGY

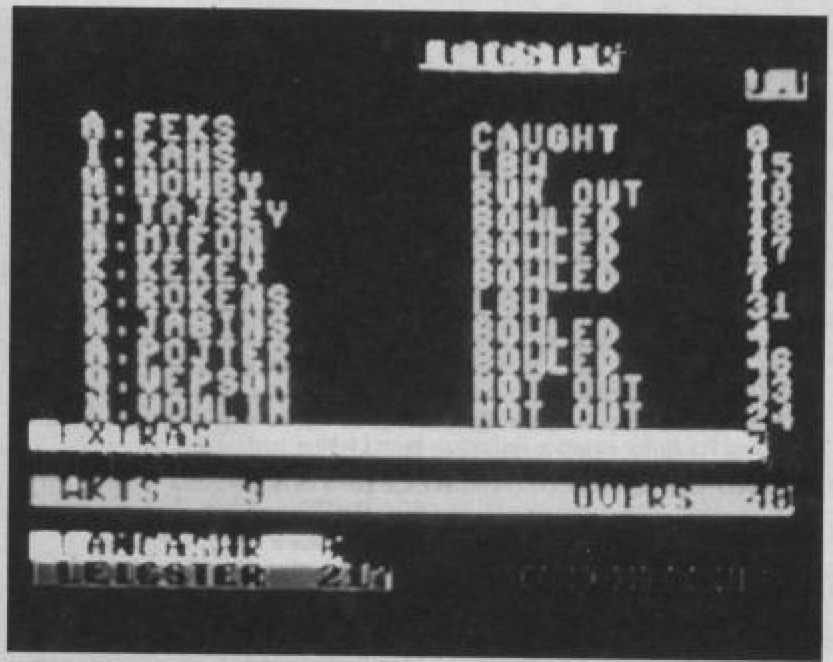
D&H GAMES

Dept. YC, 114 Clifton Rd., Shefford, Bedfordshire S G17 5AN ENGLAND Telephone: (0462) 816103

CONTACT MANAGING DIRECTOR MR J. DE SALIS



● The Cornhill Assurance League table. Hmm, very interesting it is indeed (Hur hur!).



● There are no graphics during matches, just this changing scorecard.

CRICKET CAPTAIN

D&H Games, £9.99 cassette

Continuing their relentless urge to simulate every sporting activity under the sun in as many different ways as possible, D&H have released *Cricket Captain* just in time for the beginning of the new season.

Using a variety of text-based menus and reports *Cricket Captain* offers all budding Goochies as comprehensive a list of features as you could wish for — and if you don't believe me take a gander at the back of the cassette box and check out the long list printed there.

After choosing one of the recognised cricketing counties you are whisked to a main menu. Here you can scan you team, seeing for yourself just how bad they are and what an uphill struggle you've got! The selected team, depicted in white, are listed above a number of reserve players. Each player has a variety of individual statistics indicating how good/bad he is. For example, each player is rated for his batting, fielding and bowling skills, his favourite bowling style and batting shot plus his batting speed.

In addition to this information you will see who has been selected as a bowler and wicket keeper. You can change the latter before a match or, if he is a real stinker, transfer him (you will have to pay tax on the sale, though).

Buying players is no problem, if you have the cash. Just ask your scout to look at a competing team to see who is available. Cash is the sticking point, however. Income is available, though, from the match played and from directors' contributions.

Both the JP and CA leagues and cups can be played. During the actual match there is no 'graphic game', as listed on the back of the cassette inlay, but an animated scorecard. Each player who bats increases his score until he is out (LBW, stumped, etc), then the next player is highlighted. Elsewhere on the card the bowler and facing batter are listed for each bowl. Injured players can be viewed, too, with a gauge to how long they will be out of action.

Cricket Captain is a little frustrating. Yes, this is the best (only?) cricket management game around but it does have its bad points. The manual is crummy. It does not explain all of the avenues of the game and leaves some abbreviations to the imagination of the player, no strategies are discussed and no tutorial is offered. Worse, the game is lacking in presentation and is very slow. However, cricket buffs should still check out *Cricket Captain* because there is a game in there somewhere.



EXTRAS

When you buy the game you'll notice an 'International' feature listed at the back. This does give the wrong impression as it does not mean that you can play international matches (eg controlling England) within *Cricket Captain*. However, there are hooks to save players to a proposed sister game, based purely on international cricket. You would, basically, save your required players from *Cricket Captain* and load the team into the international version. I asked D&H if the international game was still on the cards. They replied that its release was not a priority, as most of their time is taken up with 16-bit originals. However, an international game was still possible. Another possibility is a release of *Cricket Captain 2*, although no details or dates are available. If a sequel is decided on it will not appear for quite a long time though.

PRESENTATION 31%
Pretty basic text screens. Poor 'manual'.

GRAPHICS 20%
Erm...the text is in different colours—that's it really.

SOUND 0%
What sound?

HOOKABILITY 71%
Cricket fans will love it, others will curse the slow updates.

LASTABILITY 62%
Lots of competitions, players and features to keep you happy.

OVERALL 70%

Of interest to cricket fans, although lots of room for improvement.

The 1991 Readers' awards

Welcome once again to this prestigious annual event at the plush venue of... erm, the ZZAP! Mill, actually. And here to host this year's ceremony is the one and hopefully only, LLOYD MANGRAM... (Applaud. Well only if you really want to.)

Best Game Of The Year

LLOYD: 'Thank you, thank you, ladies and gentlemen. As you'll have already probably noticed, the awards ceremony is in this issue and not next month's as I said in the Rrap. Consequently Granny wasn't able to finish knitting my dinner suit in time so I've had to buy one — it cost me a full 12p at the WI jumble sale. By the way, the holes in the trousers are specially designed for added ventilation — well that's what the old lady who sold it to me said. Anyway, enough suave banter, it's time to present the first award.

'Right from the off, the C64 contest was a two-horse race between two Gold Medal-winning games: *Turrican II* and *Creatures*. It was neck and neck all the way with the lead changing several times. But at the finish it was *Creatures* that won by a short head with 33% of the overall vote, *Turrican* getting 30%. Finishing third was yet another Gold Medal winner, *Golden Axe*.

'By contrast, on the Amiga there was a runaway winner in *Kick Off 2* whose predecessor won this category last year. Second was *Turrican* with *SCI (Chase HQ II)* third.'

Best Coin-Op Conversion

'To present this award, here's the man from the valleys...'

ROBIN: 'I love all those hot slots but my money soon runs out, so coin-op conversions are a godsend for me. 1990 had plenty of great ones like *Narc*, *Ghouls 'N' Ghosts*, *Klax*, the list goes on and on... In reverse order (I like to do things backwards for a change), here's the C64 winners. Third is a personal favourite of mine, the colourful *Rainbow Islands*. Second is another personal favourite of mine, *SCI*. But way out in front with a third of all votes cast is (yes, another personal favourite!) that Gold Medal-winning hack'n'slasher, *Golden Axe*.

'The Amiga contest was much closer with *Ivan 'Iron Man' Stewart's Super Off-Road Racer* (what a mouthful!) racing into third, *Operation Thunderbolt* shooting second, and the exhilarating *SCI* just nitro-boosting past them both to take the chequered flag. I love 'em all!'

● **Thalamus's *Creatures* took its time arriving, but the Rowland Bros certainly delivered the goods with nine varied levels, including three hilarious torture screens.**





● **Last year saw Mark Kelly and Steve Crow sweep the board with *Turbo*, and *Axe* is a worthy follow-up.**

Best Licence (Not Coin-Op)

LLOYD: 'As usual, this category caused a bit of confusion with some readers voting for "licences" like *Vendetta*, *Flimbo's Quest*, *Turrican* and *Creatures* which was so popular it collected almost 7% of the votes in a category for which it was ineligible!

'It was a close competition between the real licences, though, with *RoboCop 2* arresting the most votes, just ahead of *Monty Python* and *Die Hard*.

'On the Amiga there was a "double-agent" race with *The Untouchables* catching, and overtaking, *The Spy Who Loved Me*. Third was *RoboCop 2*.'

Best Original Game

'For this award I'll hand over to that "original" larger-than-life character, Phil King...'

PHIL: Here are the results: three dozen jam doughnuts, five dozen cream buns and ten

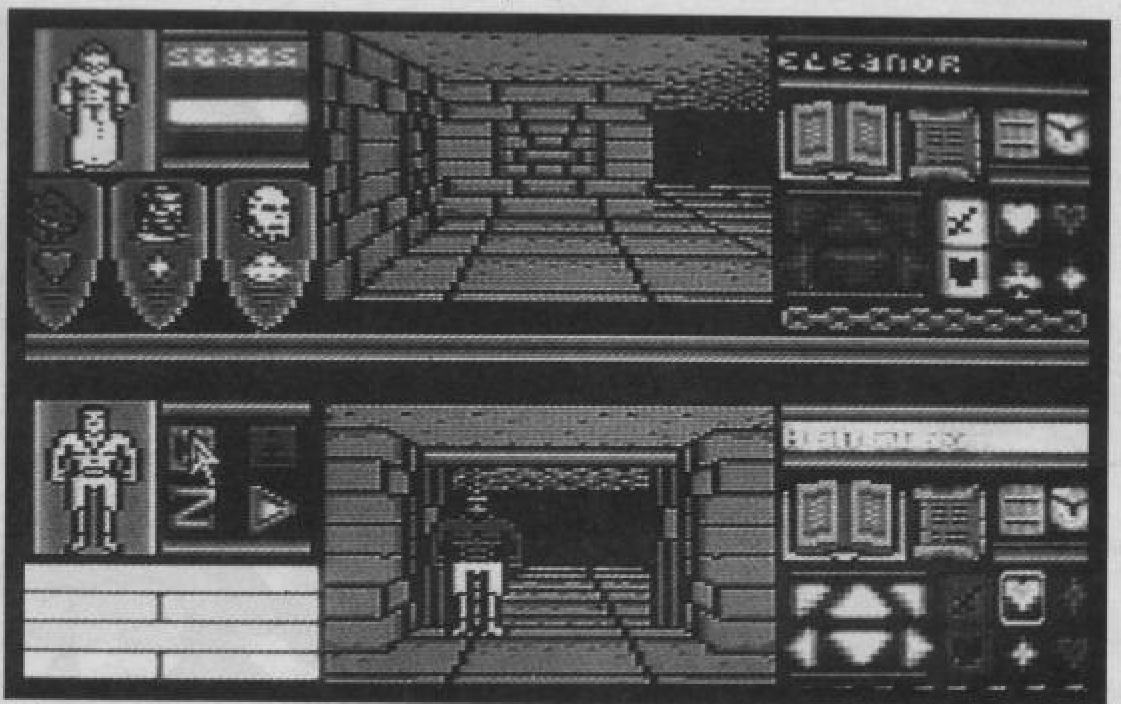
Black Forest gâteaux. Eh? Whoops, that was my order for the bakery. Mind you, there's plenty to drool over among the winners here. On the C64 it was incredibly close with *Creatures* just pipping *Turrican* again, with the excellent *Time Machine* third.

'*Turrican* managed to win the Amiga section, beating *Time Machine* and *Pipemania*. Now where's my lunchbox?'

Best Adventure

LLOYD: 'For the next two awards, here's the Thinking Tank himself, Boris Myashirov...'
BORIS: 'C64 adventures may be thin on the ground, but there's certainly no shortage of quality. Thus this category was a hard-fought three-way contest with Mirrorsoft's *Bloodwych* just defeating *Lords Of Chaos* and *Dragon Wars*.

'The Amiga category was similarly close with Delphine's *Operation Stealth* winning over *Damocles* and *Drakkhen*.



● Imageworks *Bloodwych* made a big hit on the Amiga, making this faithful C64 conversion all the more amazing. A two-player RPG to rival even *Dungeon Master*.



● Manfred Trenz pushed the C64 to new limits with the amazing, state-of-the-art *Turrrican*.

Best Strategy/ RPG Game

'Here, Blade Software's *Lords Of Chaos* overturned the C64 "Best Adventure" result to beat *Bloodwych* and *Space Rogue*.

'The runaway Amiga winner was Rainbow Arts' *Legend Of Faerghail*, ahead of *Operation Stealth* and *Player Manager*.'

Best Graphics

LLOYD: 'You guessed it: contesting the top two C64 places are those two Gold Medal winners again, with *Turrican* just slicing ahead of those fluffy *Creatures*. Third came *Rainbow Islands*.

'On the Amiga, hot favourite *Shadow Of The Beast II* was surprisingly beaten by the sheer graphical variety of Ubi Soft's *Unreal*. *F-19 Stealth Fighter* appeared from nowhere to take the third spot.'

Best Software House

'Well blow me down with a feather, the "shock" C64 winner is... Ocean, collecting an amazing 47% of the votes! Thalamus just managed to nip ahead of System 3 for second place.

'Ocean had a harder fight on their hands in the Amiga section but eventually managed to fend off Psygnosis. MicroProse came third.'

Best Programmer/ Programming Team

'Oh no, we'll never hear the last of it... the C64 winners, with 35% of the votes, are those wacky Apex guys (*Retrograde/Creatures*)! Well done, John and Steve. The prolific Probe weren't far behind in second with

Manfred (*Turrican*) Trenz third.

'Running away with the Amiga ball was Dino Dini (*Kick Off 2/Player Manager*). Those Bitmap Bros came second with Special FX third.'

Best Sound

'Yes, those *Creatures* have won yet another award with Steve Rowlands's groovy sound coming top of the C64 pops with *Ghouls 'N' Ghosts* second and *Turrican* third.

'After the disappointment of losing "Best Graphics", *Shadow Of The Beast II* nicked "Best Amiga Sound" from *Turrican* and *Jumping Jack Son*.'

Best Advertisement

'To present this award, here's ZZAP!'s own Brummie ad person, Justine Pritchard...'
JUSTINE: 'Awroit, lawvs, here's the resawlts. Best C64 ad wuz the cute and cooodlay *Creatures*. Second kime RoboCop 2, and thoord wuz *Total Recall*.

'On the Amoyga, *Kick Off 2* joost beat *RoboCop 2* and *The Hollywood Collection*. Teraw!'

Best Budget Game

LLOYD: 'Pardon? Oh well, three Silver Medal winners contested the C64 category with *Head Over Heels* jumping over *Salamander* and *IK+*.

'*F/A-18 Interceptor* simply flew away at supersonic speed to take the Amiga award, taking an incredible 55% of the votes. Following its vortex trail came *Ferrari Formula One* and *Conflict*.'

Worst Game

'Finally, to the category no-one wants to win. No doubt about the C64 "winner" though: the abysmal *Hard Drivin'* drove away with it. The appalling *Striker* was second and the weak *Shadow Warriors* conversion third.

'Three equally awful titles contested the Amiga award with *Dr Doom's Revenge* taking it from *Anarchy* and *Super Wonderboy*.'

'Well that's it for this year. The champagne (well, Lucozade) has flowed all night here, so my thanks to everyone who voted and made this all possible. Cheers.'

MOON SHADOW

Idea, £10.99 cassette, £14.99 disk

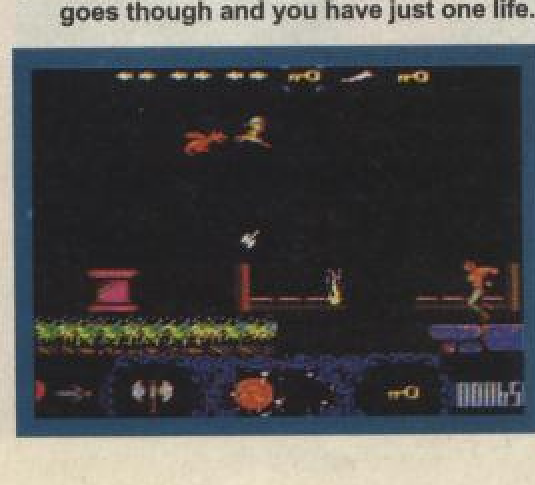
There'll be no more romantic moonlit nights if the gods of darkness have their wicked way. All that stands between them and the complete conquest of Earth are the life-giving rays of the moon Fulax. A suitably evil plan is soon hatched — rather than simply waiting until pollution and acid rain completely cut off these rays, the Dark Ones create the Black Moon Septerios. Once this has completely eclipsed the life-giving moon, Earth will be completely at their mercy. In advance a snake monster is sent to Earth ready to attack. It's your standard one hour to save the planet scenario, albeit given a unique twist by being a dodgy English translation of a scenario by Idea, an Italian software house with minimal astonomical knowledge (who's ever heard of the moon Fulax?). *Moonshadow* is Idea's UK debut though, and there's plenty more C64 product lined up.



● In the temple, eyes without a face are the main hazard. At the top of the screen there's your inventory, currently containing three keys, a potion and the brown map icon (which can only be used once).



● The axe weapon differs from the sword only in that it travels in an arc rather than a straight line. At the bottom of the screen the knife is quite far from the heart, so you've got quite a bit of energy left. It soon goes though and you have just one life.



Anyway, before anyone can say, 'Who can save us now?', a muscular hero steps forward to do just that. Venturing into hell's caverns — where the evil snake has temporarily taken up residence — the athletic hero leaps across the platforms and steps which link the many flickscreens. He is constantly under attack from various evil creatures which can be killed by throwing daggers at them. More powerful weapons, including swords and axes, can be found along the way — as can other useful objects: keys (to open locked doors), energy potions (replenish energy lost from contact with creatures), on-screen maps (showing all the screens visited so far) and magical items to destroy larger hazards. Up to six objects can be carried simultaneously — the cursor keys are used to select which one to use.

Searching for essential keys and magical objects to make progress constitutes the bulk of the gameplay, with little else to do other than fend off the various creatures. It's all fairly playable though, with some decent graphics and a good moody soundtrack. The main flaw is the single life and lack of continue-plays — probably to compensate for a relatively small play area. It's so annoying to have to keep restarting from scratch all the time. Mapping is essential as the on-screen map is tiny and confusing. Noting down the locations of energy potions does enable you to get much further into the game, but I still found it frustrating.



This is an odd sort of game, in places it really shines with a neat control panel featuring a nice eclipse graphic complete with parallax scroll stars. The enemy creatures are quite good too, the soundtrack is reasonable and the various objects you have to control are imaginative and varied. On the other hand, though, a single life isn't much and it gets irritating always restarting. It's the sort of game where just a hit or two can be critical, normally a sign that the game isn't that big. *Moonshadow* certainly falls into that category, a smallish single-load arcade-adventure it's still fun for a while and there's a couple of nice puzzles structured so the maze seems bigger than it is, but overall it's just not big enough or spectacular enough to stand out in the Nineties.



PRESENTATION 70%
Nice A2 poster. Attractive status panel but unfortunately no continue-plays.

GRAPHICS 62%
Fair amount of variety, nicely animated creatures.

SOUND 70%
Atmospheric continuous soundtrack plus okay FX.

HOOKABILITY 71%
Single life is initially off-putting but urge to see more is quite strong.

LASTABILITY 62%
A tough challenge, but continually retracing your steps becomes tiresome.

OVERALL 65%

An enjoyable but limited arcade adventure.



Horror's biggest celebrity since Frankenstein is the sort of bountiful character most ZZAP! readers would want to be captured by. Nick Roberts gets to grips with his favourite actress.

Elvira may have a reputation as a pretty wild party animal, but even she draws the line when her new home has been turned into a site for endless celebration by ghouls, zombies and slime-dripping monsters. Even the servants have turned into bloodthirsty psychos, but it's not Elvira's fault. It all started when her Uncle Elmo popped his clogs and left his home, the rather spacious castle Killbragant, to his most favourite niece. Elvira promptly packed her suitcases and headed off in expectation of a life of luxury. Unfortunately her Great-great-grandma Emelda had made a pact with the Devil to bring her back to life. Apparently she was an even bigger party animal than Elvira (is it possible? — Ed), and all the local monsters and demons have gathered to throw a humongous party.

Being chased around your own castle by assorted werewolves, vampires and freaky farmers — Phil — may make a good movie but it's no way to live. Elvira makes a desperate plea for help and for one or two excellent reasons which we haven't the space to describe here, you quickly offer to help out. Apparently Emelda's flesh-crawling return can be prevented by opening a chest hidden in one of the towers. You need six keys to open this chest and guess what, Uncle Elmo forgot to include them with the door key. So like in any good B-movie horror flick you've got to explore all the castle's nooks and crannies, just asking for the assorted creeps and nasties to knock your brains out.

At this point the audience wonders why the hero doesn't grab an M-16, flamethrower, flak jacket and a couple of gallons of holy water before even thinking about doing anything. But no, you're a traditionalist and make do with a whopping great sword. The weaker creatures can be dealt with by a few lunges and parries (the only real arcade bit in the game). Other monsters regard sword-swipes as merely insulting — these can only be defeated by magic spells. So as well as exploring for the keys, you have to locate special ingredients which smart cookie Elvira (who's locked herself in the kitchen) will then mix up to make spells. *Elvira* was originally a 1 megabyte-only game on the Amiga, so it's



● Elvira encourages Nicko to have one more go.

UNDER THE WIG

Elvira is an American star who made her first appearance as the hostess of a horror movie series on a local TV station. Real name Cassandra Peters, the Los Angles actress auditioned in normal street clothes but was told to come up with something more macabre for the show. A local kid apparently came up with the concept (and we admire his imagination!).

Nine years later she's come to symbolize the US horror industry and has boosted the reputation of Hallowe'en so much that 'sometimes I feel like Santa Claus. Perhaps they'll soon have Elviras in department stores asking kids what they want for Hallowe'en.' (We hope so!)

There had to be a film eventually, but the eventual *Elvira: Mistress Of The Dark* movie was surprisingly gore free. Instead the '15'-rated New World video has the most cleavage jokes in history and is unsurprisingly one of Robin's favourite films. Naughty but nice!

● Just one of the flesh-ripping horrors lurking in Elvira's charming new home, Castle Killbragant.



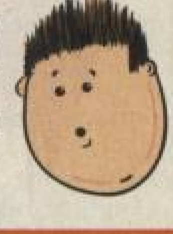
ELVIRA
MISTRESS OF THE DARK

Flair Software, £24.99 disk only

quite an achievement to fit it into the Commodore 64.

Graphically the scenes are simply excellent and not that different to the Amiga's, the gore has been toned down but it's still not for the weak-hearted. Detail on objects and the border doesn't quite live up to the main action graphics, though. As for sonics, there's some good spooky music on the attractive title sequence, but in-game FX are sparse.

Interaction with the game is by moving a pointer around the screen and clicking on the arrows for directions or one of the words down the side. Joystick control isn't quite as fast as mouse; it's okay, though. The only serious problem is disk access. Your C64 simply hasn't the memory to keep that much of this graphically superb game in memory. So every couple of screens there's a bit of disk accessing and disk swapping (there's three double-sided disks!). If you have a short temper you will soon be diving for the off button. However if you're the patient type, and you're looking for a puzzling adventure game with a good splattering of gore then here it is. *Elvira — Mistress Of The Dark* is a great game let down only by the appalling disk access.



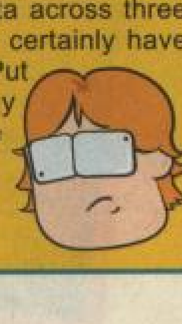
● The decomposing corpse of the castle gardener, who mispronounced 'ovver mower once too often!





● Wooooo! It's spooky down in the crypt. I wonder what this key will open?

Who would've expected the fledgling budget house MicroValue to make such an impressive full-price debut. If this sets the standard for future Flair releases we've got a lot to look forward to — including an *Elvira* arcade game! The adventure game is packed with stunning graphics. Unfortunately this means very frequent (though fairly rapid) disk access but with over a megabyte of data across three double-sided disks you certainly have plenty to see and do. Put some relaxing, slightly creepy music on the stereo and *Elvira* can keep you bewitched for hours.



● Elvira loads in several screens at once which can be flicked through to give some impressive graphical effects.



CREDITS
Programming: Bruce P Le Faux
Graphics: Mark Sample, Phil Mixon, Paul Drummond and Kevin Preston.

PRESENTATION 82%
Postcard of Elvira, instruction manual, spell and recipe book including tips, save/load plus a novella. Disk accessing is heavy, though.

GRAPHICS 90%
Very attractive main graphics.

SOUND 56%
Okay title tune, in-game FX limited to clanking swords during combat.

HOOKABILITY 71%
Icon control sysytem works well and it's good fun just exploring. However, disk accessing is a bit of a problem.

LASTABILITY 82%
A big challenge, with over three disks to go through!

OVERALL 81%

A superb translation which is a real treat for anyone with patience.

PREDATO

Imageworks, £10.99 cassette, £15.99 disk

Arnie's most fearsome opponent has returned a decade on, and the muscle man is on holiday. It's up to Mike Harrigan and Stuart Wynne to stop him...

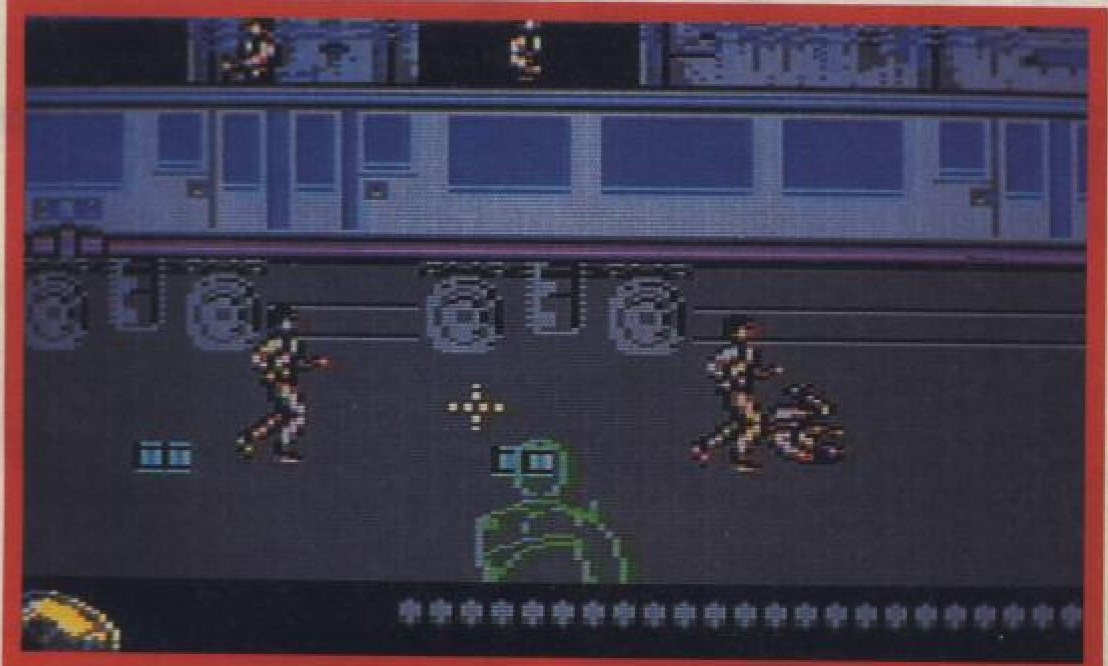
It's 1997 and the greenhouse effect has turned up the heat — downtown Los Angeles has erupted like sweating dynamite. Rival Jamaican and Colombian drug gangs are turning the streets into blood-splattered killing grounds, their high-powered weaponry taking out dozens of innocents as they fight out WWIII amongst themselves. LA detective Mike Harrigan is a hardened street cop determined to bring peace, but even Harrigan is appalled by the latest series of crimes...

Ten years ago an alien known only as the 'Predator' all but wiped out a special forces team led by Arnie who ultimately managed to kill it. Arnie's fantastic tale told of the Predator using a neat little invisibility gadget, being extremely well-armoured and capable of great speed. He hunts humans for fun and to give them a sporting chance he limits himself to using spears, nets and razor-sharp discs. Research has revealed Predators have been visiting Earth for 700 years and the US military is determined to capture one. A special FBI team is secretly formed to set the trap.

LA's latest drug war begins when two motorcycle cops stumble over a drug stakeout. Harrigan is dispatched to fight his way through the massed armies of the drug gangs and apprehend a Drug Lord (Level 1 — The Streets Of Los Angeles). The drug battle continues into his building (Level 2 — The Penthouse Apartment), a massive conflict with some nice touches such as shattering plantpots and rather idiotic innocents. It turns out some of the Drug Lords have been brutally murdered in the Predator style, something which has brought the secret FBI team into action. They don't bother to tell Harrigan, though!

Eventually Harrigan learns the truth and tracks the Predator into the subway (Level 3 — Los Angeles Freeway). The Predator escapes but Harrigan follows him to his lair (Level 4 — The Slaughterhouse). The FBI already have their capture plan in action, unfortunately it backfires badly and it's up to Harrigan to save them and kill the Predator(s).

Predator 2 is an *Op Wolf*-type game which amazingly packs four varied, horizontally scrolling levels into a single load. Ironically by far the largest part of the game is taking on the drug dealers. In the early levels the Predator is invisible, shown



● Tracking the predator through level 3's subway you find yet more drug dealers to fight. You're currently armed with the Mk1 shotgun with plenty of ammo and energy. Shoot the blue boxes for even more ammo.



● The penthouse's end-level confrontation complete with a skinned body swinging in the background.



● Level 4 — the Slaughterhouse. The FBI trap has gone desperately wrong and their red suited agents are being massacred. You come to the rescue only to be attacked by numerous predators, one throwing a razor-sharp disc!

It's good to see *221b* have concentrated on the action: there's more slaughter here than in the film. It really is great fun getting the Mark I and letting rip! Sure we've seen this style a good few times before and it may well suffer slightly because of the unoriginality, but the graphics are well animated and numerous enough to keep the adrenalin going. Gameplay is fun if unoriginal, a more serious flaw is that I've already got to level four!

The big plus with *Predator 2* is the simplicity of gameplay with its strong hook. After a few goes I was addicted — the single load helping enormously. Unmissable for fans of coin-ops such as *Op Wolf/Thunderbolt* and *Line of Fire*.



OR 2

AMMO BOX

● **.45 Magnum** — One of the world's most powerful handguns, but not much cop in this company. Unlimited ammo but a low firing rate and little stopping power.

● **Rifle Mk III** — Better than the Magnum, but not by much and uses up precious ammo.

● **Shotgun Mk II** — Okay firing rate. Oddly enough uses the same ammo as the rifle.

● **Assault Shotgun Mk I** — Uses up ammo like nobody's business, but puts most enemies down in very short order.

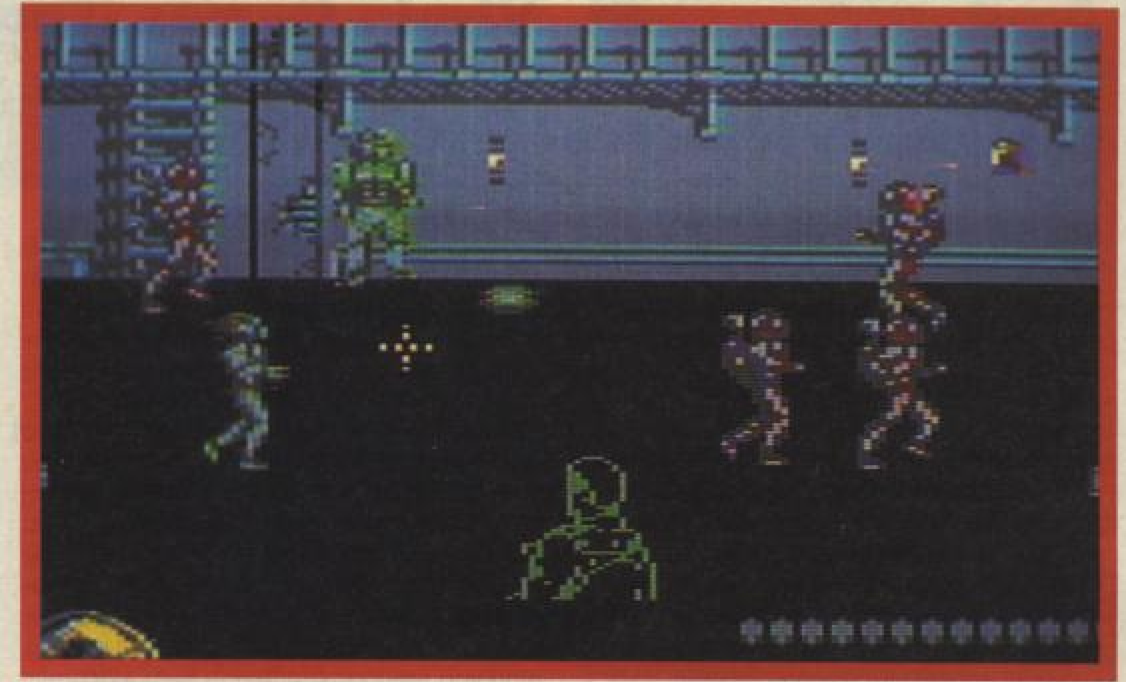
● **M-203 Grenade Rocket Launcher** — A weapon so effective it instantaneously takes out everything on screen. A smart bomb really.

only by a faint outline. Avoid shooting him, though — his armour is too tough and it just irritates him into firing at you!

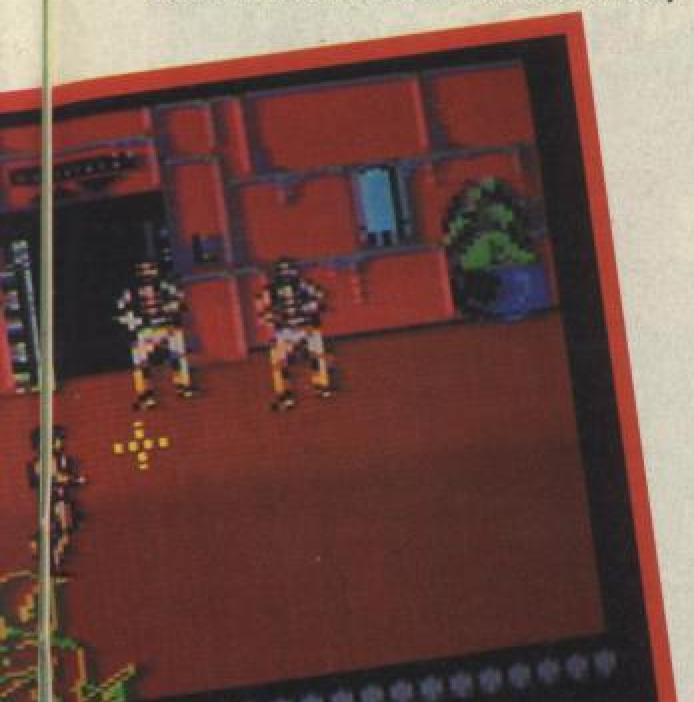
Your green outline aims according to the cursor you frantically move across the screen. Initially you're armed with a .45 Magnum and unlimited ammo. More powerful weapons can be collected by shooting at them (!): these take out most enemies very quickly, but also use up any ammo collected. Once out of ammo you're given the next-best weapon which you've collected (if any), together with five more ammo clips.

All this hardware soon gets the streets jumping with lead. However, you are a cop and killing innocents is frowned upon. If your LAPD shield is taken it's game over time. Don't worry too much, though: draining the colour from your shield takes at least a couple of dozen dead innocents so don't be too cautious! After all, enemy fire is intense and the grey horizontal energy bar is soon down to zero — collecting body armour restores you to full strength.

Predator 2 is tough enough to make continue-plays essential. Level one, in particular, goes on for ages and joystick elbow soon sets in. Gameplay is hardly original but it's well executed. The mid-level opponents in the middle of the road are a bit small, but the close-in baddies are nicely detailed, as are the furthest placed enemies (some of whom shoot from windows and doors). Level 2 has some great swinging bodies, while the speeding train and lighting blackouts on level 3 are impressive. It's doubtful how addictive the unoriginal, somewhat repetitive gameplay would be alone, but the film's strong atmosphere will carry most people along in the best *Op Wolf* clone yet.



● Level two's penthouse — don't shoot the woman in blue or the idiot pushing a trolley or there will big trouble, believe you me!





● You're bullet-proof jacket has run out and it's off to hospital. In fact no-one is supposed to die in the game, they're just wounded! (Even the skinned bodies without any spines? — Ed)



CREDITS

A 221b Production
Graphics: Paul Walker

PRESENTATION 64%
Single load, continue-plays, nice 'game over' pic. Interlevel text and good manual help set the scene.

GRAPHICS 79%
Good for a single load, with nice, distinctly different level backdrops and nicely animated sprites. Best of all there's always a lot on screen.

SOUND 62%
Moody title tune, spartan in-game music and good FX.

HOOKABILITY 84%
Couldn't be easier to get into, all-out blasting and no mistake!

LASTABILITY 72%
Four levels provide a reasonable challenge, but not a particularly original or varied one. Robin's already got close to completing it, but it's good fun and being a single-load easy to come back to.

OVERALL 78%

An unoriginal but fun blast-'em-up!

Viz



Virgin Games (Fnarr!), £10.21 cassette, £15.32 disk

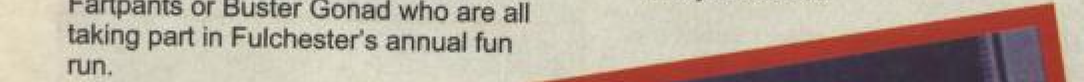
Never has an organ made such a massive impression on the population. It's rude but side-splittingly funny, it's the inimitable Viz comic. Phil King probes into the computer licence which is purportedly not for sale to children.



● You can play any of these three characters. Each has his own special powers and two interlevel bonus games.

(We sincerely apologize for the mysterious problems during typesetting which have caused asterisks to appear in certain words in this review.)

Now you can find out what it's really like to be an outrageous Viz character, by stepping into the shoes of either Biffa Bacon, Johnny Fartpants or Buster Gonad who are all taking part in Fulchester's annual fun run.



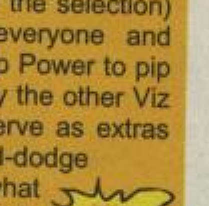
● The Town is made hazardous by roadworks and 'speed demons' like Aldridge Prior the appalling liar.

The race comprises five horizontally scrolling sections, the first of which takes place in The Country with fences and trees to avoid and crevasses to cross via plank bridges. Additional hazards include the neo-fascist Parkie who wallops you if you tread on the grass, and Bertie Blunt's parrot which does some diarrhoeical dive bombing! Also watch out for referee Rodney Rix, who throws a brick at anyone straying from their designated race lane. Hitting any hazard results in your character falling over, collecting a 'shame token' in the process — get three of these and you are too embarrassed to continue.

Beat the other competitors (and time limit) to the finish line and you then go into The Town, with cars and roadworks to avoid. Next is a dangerous Building Site littered with girders, then a stroll along The

'It's great to see all your favourite comic-strip characters come to life...'

What a surprise to see such a simple game occupy two tapes with a multiload surpassing *Turbo Out Run* for patience testing. Good detail and wealth of colour in the characters and courses doesn't prove much incentive when the gameplay is so unforgiving. It's a bit unfair how you work so hard to gain the bonus screen tokens and then need perfect timing to use them to pass obstacles. Somewhat easier to let Biffa (best of the selection) leg it along, dodging everyone and using the Super Punch-Up Power to pip the others at the post. Pity the other Viz characters were left to serve as extras to the simplistic run-and-dodge action. I've just thought, what about a *World Games*-style p-take starring all the Viz characters in their own 'events'? — now THAT would be a game to play!





THE LADZ

JOHNNY FARTPANTS

There's always a commotion going on in Johnny's underwear, mainly due to his special diet of pickled eggs.
Special power: Parp power propels Johnny over small hazards.
Superpower: A curry-induced 'Mega Pump'!
Catchphrase: Quack!
Bonus games:
1) Anally inflating balloons — too little wind and they shoot off; too much and they pop!
2) Pure waggling to propel Johnny upwards on the farting scale.

BUSTER GONAD

During a storm, Buster's gonads were zapped by cosmic rays which enlarged them to an unfeasible size.
Special power: Plum power allows him to bounce over small obstacles.
Superpower: Carts his bo***cks along in a wheelbarrow!
Catchphrase: Yoinks! My poor plums!
Bonus games:
1) Buster gets a plum job in a factory. A conveyor belt carries blobs of dough past Buster who must use his bulbous balls to flatten them into pancakes.
2) Waggle the joystick to make Buster bounce as high as possible.

BIFFA BACON

Biffa has learnt from his 'caring' parents that the best way to settle an argument is to kick the other person's teeth in.
Special power: Can punch other competitors.
Superpower: Biffa goes into a mad fighting frenzy.
Catchphrase: Did you spill my pint?
Bonus games:
1) Waggle to make Biffa drink the pints which slide along the bar.
2) Biffa headbutts, punches and kicks the bricks which are thrown at him.



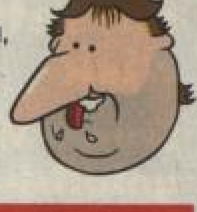
● Shakey's singing is so bad that it reverses your controls!

character has one unit of Superpower plus a lesser 'special power', of which units can be earned between race sections in one of six simple bonus stages (two per character).

Viz is, as Roger Mellie might say, a load of bo***cks really. The only thing that lifts it up (oo-er!) is the wacky humour. It's great to see all your favourite comic-strip characters come to life, represented by accurate cartoon sprites with much attention to detail in their animation. There's also plenty of funny comments appearing in speech bubbles plus Roger Mellie's inimitable (and unprintable!) race commentary. The race itself is a fairly stiff

The Disco is surprisingly hazardous with The Fat Slags wobbling around...'

challenge (k-yuk k-yuk!) with the hazards difficult to avoid. All five race sections play almost identically, the humorous and often rude graphics being the only incentive to carry on. But when the humour eventually wears off, the game becomes frustrating and the tape multiload is simply appalling, requiring you to reload extremely long sections (guffaw!) every time you lose. Now that's no joke.







Beach, avoiding the beachball-throwing Pathetic Sharks and quicksand. Finally, The Disco is surprisingly hazardous with The Fat Slags wobbling around and Sid The Sexist spilling his beer everywhere.

To help them during the race, each

● The three contestants line up for the start of Fulchester's annual fun run. Each starts in his own race lane and is liable to get a brick thrown at him for straying out of it. After introducing the competitors Roger Mellie prepares for his colourful race commentary.

CREDITS

Programmer: Carl Bowers
Graphics: Lee Ames
Sound: Sound Image

TAPE ■ DISK

PRESENTATION 40% ■ 62%
Tape multiload (two cassettes) is appalling. Choice of three characters. Interlevel 'Top Tips' are funny first time around. Amusing manual. Voucher for free Book Of Crap Jokes.

GRAPHICS 77%
Colourful and detailed representations of the cartoon characters. The five courses are very varied. Huge characters in the bonus sections.

SOUND 67%
Cheerful tune and sparse, informative FX.

HOOKABILITY 44% ■ 57%
Quite tough to start with, making it incredibly frustrating on tape. Wacky humour is main appeal.

LASTABILITY 32% ■ 60%
Simple race sections offer only graphical variety. Tape version would test the patience of the Spoilt Bo***rd's mum.

TAPE 40% **DISK 60%**

Okay on disk, but doesn't use the licence to the full.

SUPREMACY



● The navigation screen tells you which ships are where in the empire. At the moment you are looking at Mining 3.

Virgin, £14.99 cassette, £19.99 disk

Stuart Wynne sticks a goldfish bowl on his bonce, points his homemade rocket in the general direction of space and boldly goes where no Ed has gone before...

For many years you have been the ruler of Epsilon, a system on the very edge of known space but living in perfect peace... until now. During routine testing of a new hyperdrive engine, four alien civilizations have been uncovered: Hitotsu, Futatsu, Mittsu and Yottsu. Peace treaties are soon signed by all involved, but no-one seriously believes these are going to last long, it's just a breather before the action can begin. Each of the alien races has built a starbase in what they claim is their territory. Whichever opponent you choose to take on is effectively selecting the skill level — I'd advise you to start with the inexperienced Hitotsu.

You and your opponent start with a starbase each and there's six or so planets between you. Your first priority is to build up the resources, population and military hardware of your home planet. But weapons, spacecraft and so on all cost money, so the coffers need to be kept stocked. The way to do this is by taxing the citizens. Be careful, though: high taxes can reduce growth rate and morale. In addition citizens must be fed; armies trained and equipped. You can have up to 24 platoons of soldiers, which can be outfitted with three types of armour and weaponry, each more expensive than the last. Once you have your home planet well-stocked you can start sending out terraforming ships so you can colonize other planets.

'This is one strategy game that no-one should miss'

The entire game is icon driven, a really neat system which makes the game easy to get into. A well-written 96-page manual and superlative presentation with lots of lovely animated touches soon get you hooked. There are, in fact, several different control screens allowing you to handle various aspects of your campaign. There's a Buy Screen where various sorts of ships can be purchased and the Navigation Screen where you send ships off into the unknown. Cargo Bay allows you to control the amount of cargo coming and going from each planet, while Platoon Management is where troops are trained and equipped. The Government Screen is where you watch over your colonies, Planet Surface lets you set up horticultural and mining stations, Spying gets vital enemy information (for a price) and Combat Control allows you to kick alien ass. (Combat is fairly simple, consisting of landing troops and setting their aggression level — victory depends on their numbers and equipment.)

As you make your war preparations so are the enemy, and at various times throughout the game (usually where the army is concerned) the aliens will accuse you of breaking the peace treaties (although they are probably doing the same). Terraforming planets usually warrants a warning, and it takes

POWER PLANS

There are six different craft for you to buy in *Supremacy*:
Cargo Cruisers: can also carry 1850 civilians.
Solar Satellites: provide power.
Atmosphere Processors: terraforms barren planets so that they can be colonized.
Mining Stations: extract minerals and fuel.
Horticultural Stations: provide food.
Battle Cruisers: move platoons, and 4500 passengers which can be frozen for storage!

All these craft can easily be moved between planets, most require crews and fuel, but if things turn bad you can always scrap them for resources!

There are four types of planet, all of which can terraformed:
Volcanic: best for minerals and fuel.
Desert: good for providing energy
Tropical: good for food
Metropolitan: give impressive tax yields.



● The troops are training hard, now it is time to equip the men. There are three types of gun and armour available, these are the cheapest.



● The buy screen allows you to purchase spacecraft. Here you see a cargo craft.

EMACY



● On the main screen you find that the first terrafoirmed planet is low on energy. Get a solar satellite out there quick.

this period to keep an eye on the enemy's activities. When a planet is ready to be colonized send along a solar satellite, and horticultural and mining stations to build up the energy, food and mineral levels. But with both sides expanding it's inevitable that you will meet at some point, and then all hell will be let loose.



This is one strategy game that no-one should miss. Beautifully presented and imaginatively structured it easily wins a Sizzler and will keep you playing for ages!

● Down on the planet surface there are three horticultural stations and three Mining set ups. Plenty of potential wealth there, and you will need it with a growing empire.



Who would have thought the state-of-the-art Amiga Sizzler would fit in just 64K? Admittedly, a few animation effects are missing, and there a fewer planets, but everything else is in there and it's all great fun to play. The icon system had me hooked right from the start, but the finer points of galactic domination need practice to master. My first playing tactic was to build a huge army and attempt to flatten all in my path! Unfortunately frequent natural disasters coupled with bad management of the colonies on my part allowed me to enjoy Probe's nicely done death sequence. But this flexibility in the game is its real beauty: you choose just how nice or nasty you want to be. Of course, assembling a large army is the main objective, but even the weakest of your opponents is tough to beat. Several times I've reached his home base with about four battle ships full of troopers and been killed off after one hell of a fight. Strategy buffs and closet tyrants are well catered for in *Supremacy*.



CREDITS

Original Design: D Perry & N Bruty
C64 Conversion: Nick Jones
Sound: Jeroen Tel

A Probe Software Production

PRESENTATION 90%

The actual game is a single load, with multiload limited to the intro, where you choose your opponent, and the outro. The icon control system is great and the 96-page manual sets the scene very nicely. There's also a free poster and save/load feature.

GRAPHICS 88%

Colourful and well drawn, with a neat rotating star field, excellent for a srategy game.

SOUND 75%

Excellent title tune, okay sound effects.

HOOKABILITY 91%

Thanks to the icon system the game is easy to start playing.

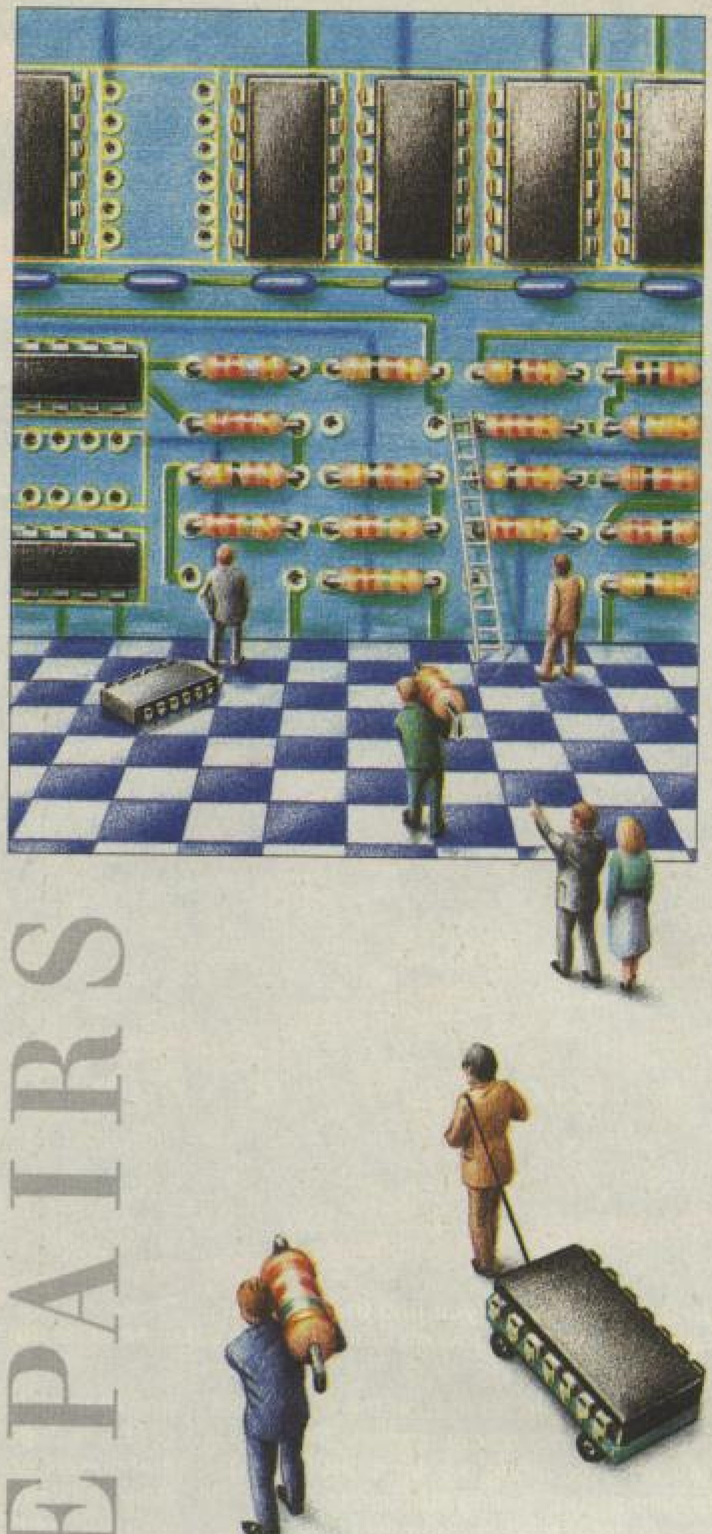
LASTABILITY 92%

But the sheer number of planets, coupled with four alien opponents to beat, will keep you burning the midnight oil for a long, long time.

OVERALL 91%

The ease of play and sheer tyrannical power makes Supremacy one of the best strategy games around.

C64 Repairs



C64 REPAIRS

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And most repairs will be carried out in 12 working days!

To schedule a repair simply call Michelle or Audrey on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

Commodore National Repair Centre
0733 391234

FMG House
Newcombe Way, Orton Southgate
Peterborough PE2 0SF

£39.95 COVERS ANY REPAIRS

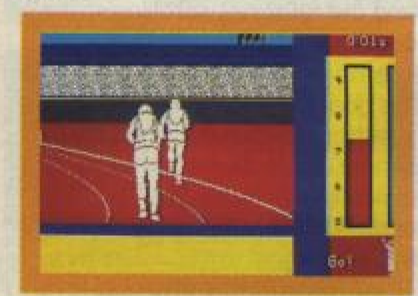
• Loads of games for not much cash!

BLITZ!

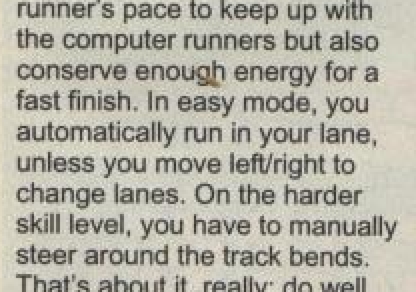
4 MOST SPORT

Alternative Software, £2.99 (Compilation)

An interesting development: the arrival of the budget compilation. Four games for under three quid sounds like good value for money but is it?...

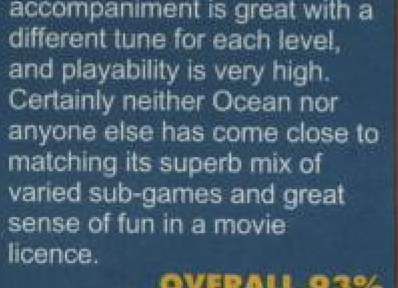


Probably the best game here is *Run For Gold*, and even that's absolutely ancient (even pre-ZZAP!). You get to 'train' two runners: one runs the 400m, the other competes in the 800m and 1500m. You don't really train them, though — just control them during races which are viewed in 3-D, with your viewpoint just behind your runner. You have to adjust the runner's pace to keep up with the computer runners but also conserve enough energy for a fast finish. In easy mode, you automatically run in your lane, unless you move left/right to change lanes. On the harder skill level, you have to manually steer around the track bends. That's about it, really: do well enough in local meets and you get to go to the big championships and attempt a world record. Fun for a while but very limited.



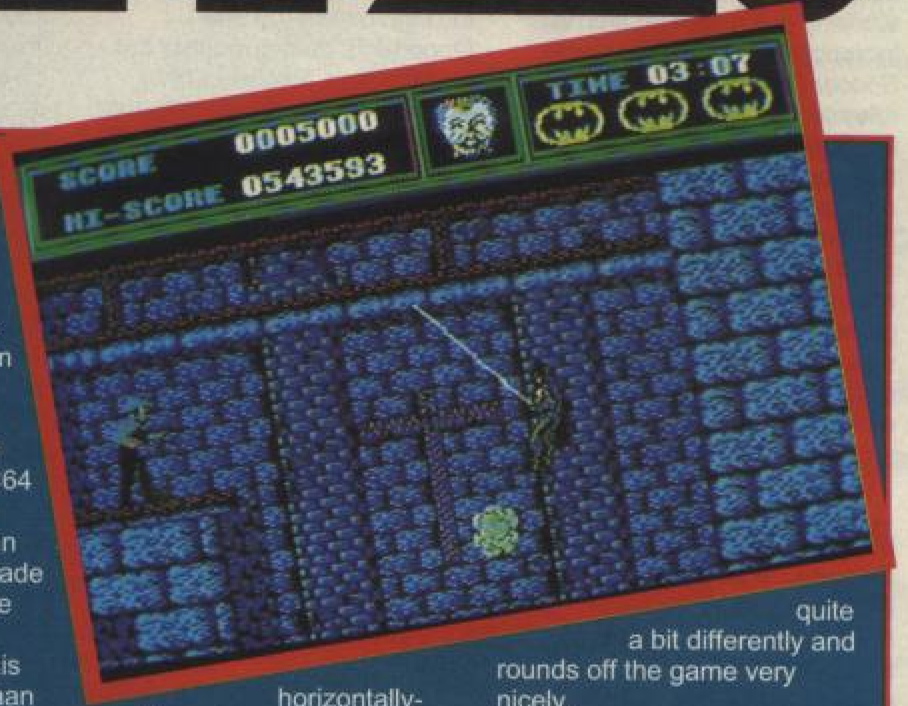
Rally Driver is another old Hill MacGibbon game where you get to choose your own route through each of three rally stages, hence the printed map provided. Sometimes roads are closed due to bad weather — you are kept up to date on things whenever you stop at a time control. Here you must also give a two-letter code, obtained from reading the special roadside boards along the way. Get it wrong and you get a 20-second penalty. Other penalties are incurred by crashing, going off the road or hitting animals or spectators (you can beep your horn to get them to move out of the way). It all sounds good, but the first-person perspective is very slow and dull. The main difficulty is caused by oversensitive steering — it's hard not to constantly weave around the road. This is more like drunken driving than rallying!

Another inaccurate sim is *Endzone*, an American Football management game which (to my cynical mind at least) looks suspiciously like a revamped footy management game. All you get to do is buy and sell players, change their position



BATMAN: THE MOVIE

The Hit Squad, £2.99 (Rerelease)



A great film, a great licence and a great game. Spectrum programmer Mike Lamb followed up his brilliant *RoboCop* game design with *Batman*, and this time the C64 conversion outclassed the Speccy original. No less than five games in three loads made a good stab at recreating the movie's storyline.

Level One is set in the Axis chemical works where Batman 'creates' the Joker by dropping Jack Napier in acid. You start at one end of a sixty-screen maze of platforms, ladders, acid drops and boiling steam jets. Napier is at the other end, and to meet him you must battle through police and villains armed with either machine guns or gas bombs. Of course, shoot-'em-up action crossed with platforms-and-ladders has featured in a host of Ocean games, from *RoboCop* to *Navy SEALS* to *Total Recall*, but *Batman* was one of the first and best, mainly because of the batrope. Swinging from platform to platform is great fun and mastering it is a key part of the game.

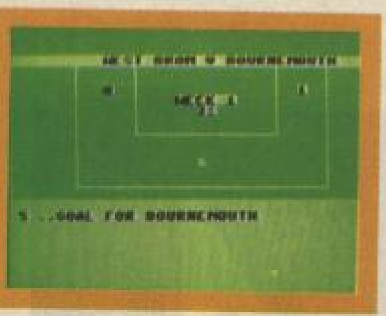
The next load includes two horizontally-scrolling sub-games, and the Mastermind-like puzzle section. It opens with the Batmobile zooming through Gotham en route to the Batcave. Speed is essential, and apart from dodging traffic some sharp 90° turns must be made into the screen using the batrope. Timing this is tricky and if you miss a turn you have to go back through oncoming traffic. Simplistic but good fun, similarly with the puzzle game. Finally the Batmobile sub-game sees you hurtling down the high street, using your wingtips to cut ropes attached to poisonous balloons!

Load three uses the same game-style as level one but is set in a cathedral with the aim being to get to the top. It plays quite a bit differently and rounds off the game very nicely.

In the original review Stu praised the variety in 'one of the year's best C64 games' while Robin raved about the 'swinging rope effect' in a 'wonderful package of action and adventure'.

Over a year later the game still stands out, the graphics are good and if not technically stunning, more than compensate in atmosphere and variety. Sonic accompaniment is great with a different tune for each level, and playability is very high. Certainly neither Ocean nor anyone else has come close to matching its superb mix of varied sub-games and great sense of fun in a movie licence.

OVERALL 93%



(strangely only indicated by a number) and hope for the best in the extremely dull matches — watch the clock tick and the scores mount up. Yuk! A similarly dull match section is incorporated in the final game, *Soccer Boss* (previously released as The Boss by Peaksoft). Again the players have only one overall skill rating and no preferred position either. So strategy is limited to buying good players and, again, just hoping for the best. All four games, then, are decidedly weak — and even at the budget price this compilation's value for money is highly dubious unless you love nostalgia.

OVERALL 32%

PASSING SHOT

Encore, £2.99 (Rerelease)

A somewhat obscure Sega coin-op, this was missed by the usual conversion houses in favour of Imageworks (who also handled Atari's *Blasteroids*). Tennis games have never done that well in the arcades and the conversion wasn't overly hyped either — we never received any preview shots nor even a review copy of the game. By the time we could do a review the game was already disappearing from the shelves, overshadowed by more glamorous releases. So was it really that bad?

The game uses an odd perspective where the serve is shown from behind the human player(s), then flicks to a scrolling overhead view as the ball leaves the racket. Hitting the ball isn't that precise, it's fairly easy — so unlike *International 3-D Tennis* or *Tie Break* there's no option for the computer to move you into position. This means although it's fun to get into, I doubt whether it's got a huge amount of lastability since there aren't that many shots to master. Also the challenge isn't huge; the four skill levels are simply three finals (France, America and Australia) plus England (where you have two matches to go through before the final). Opponents do get tougher but sadly there's no competitive two-player option (normally the best part of a tennis sim). If you play on your own it's singles against a computer opponent, if there's a second player it's doubles with both players on the same side. The graphics are okay, nothing special but effective, whilst weak intro tunes give way to very sparse spot FX. The whole game is really a bit limited, but until *Tiebreak* and *International 3-D Tennis* appear on budget *Passing Shot* is well worth a look. It's not going to keep you playing for months on end, but for a couple of days fun it's not bad.

OVERALL 64%



GREAT GURIANOS

Encore, £2.99 (Rerelease)

This 1986 Taito coin-op was converted by Elite only to be relegated to an `extra' on a compilation, clearly being judged inadequate for a full-price release. In truth the coin-op was pretty bad, so Richard Underhill had his hands full with the conversion (later on he'd have better luck over *Forgotten Worlds*). The startlingly brief plot declines to explain why you're fighting hordes of ruthless warriors, but when does blood and gore ever need an excuse? The most surprising thing about *Gurianos* is the size of the characters, they're massive and while not brilliantly animated they look okay and the background scrolls smoothly enough. The main problem is the gameplay. Hazards come in two forms, either missiles such as fireballs and swords, or other people. You're too big to dodge anything, so you have to move a shield to protect your legs, chest and head. With lots of fireballs this can be tricky, but it's hardly sophisticated. For people it's simply a question of using your shield to deflect their sword blows and timing your own sword strikes to get past their shield. There's special icons to boost your armour, give bonus points and by waggling the joystick you get temporary invulnerability, but that's it. *Gurianos* was a dated coin-op in '86 and with the absence of a competitive two-player mode (here you simply take turns) it soon gets very dull and repetitive.



OVERALL 24%



DRAGON NINJA

The Hit Squad, £2.99 (Rerelease)

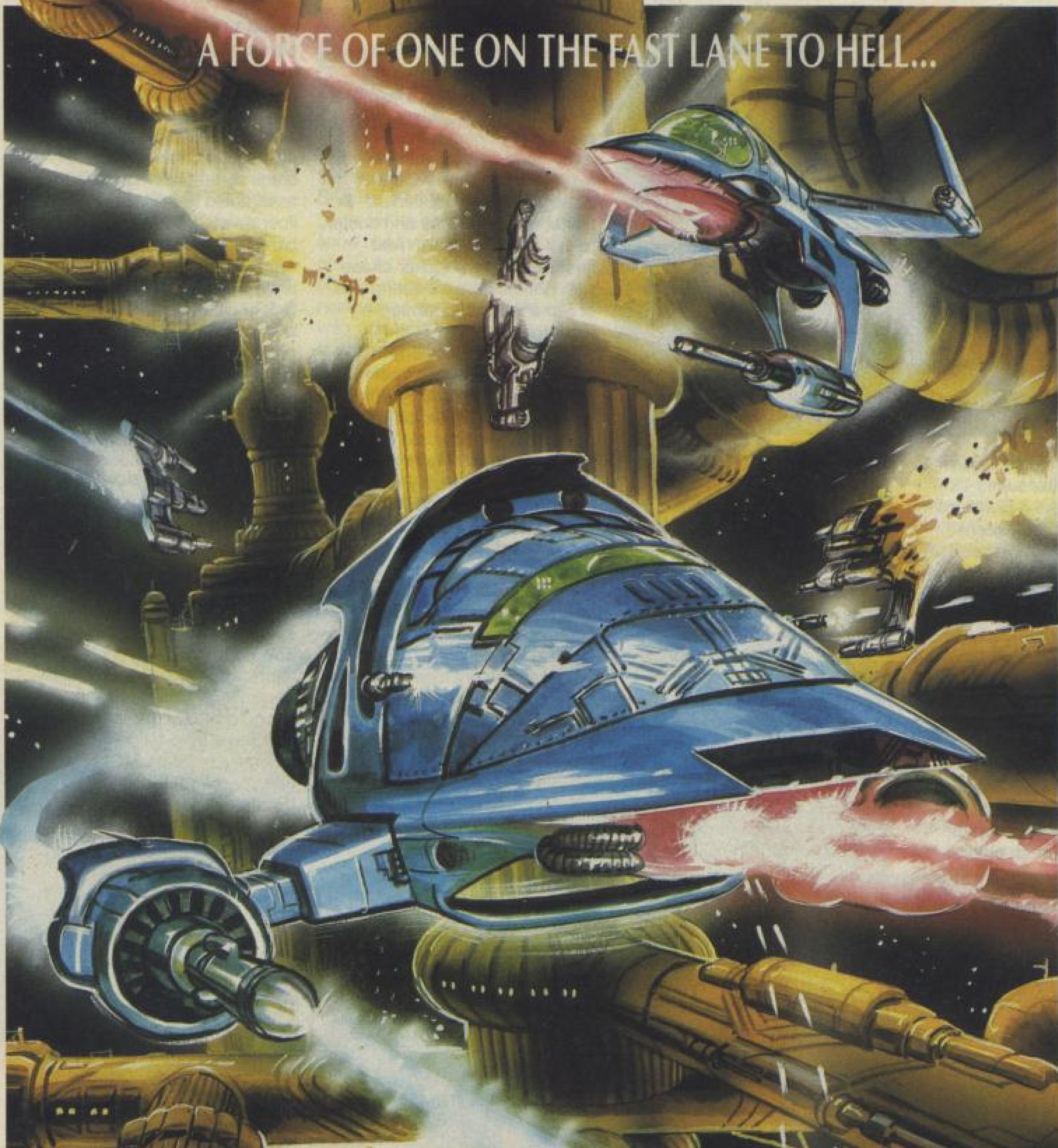
Along with Double Dragon this 1988 coin-op helped bring beat-'em-ups up to date with sneaker-clad heroes beating up the dastardly ninjas on the streets of America. The President's been kidnapped and it's up to you to rescue him. As is typical of these games the action takes the form of horizontally scrolling levels with the aim being simply to fight through to the end of the level where a special villain provides a dramatic confrontation. You don't have that many moves, basically a punch, elbow jab and a kick, but by holding down fire you get a super punch and you can also pick up a knife. *Dragon Ninja* made quite a hit on its release, earning 87% and comments such as 'the graphics are very nice with crisp definition and animation' from Maff who also pointed out the second load's palette isn't quite so impressive. Kati added, 'The basic action is much like many other martial arts game, but there are a few nice touches, such as the double walkways and the effective scrolling truck section.' In retrospect the mark seems generous, there's little to the game other than taking out a rather dull bunch of ninjas. It's simply a question of timing your blows as you walk forward, occasionally leaping between the upper and lower walkways. Graphics are nice and end-level confrontations are varied, if unspectacular, but it's all a bit samey. A tough challenge for ninja fanatics only.

OVERALL 61%

XYBOTS

The Hit Squad, £2.99 (Rerelease)

The xybots are a bunch of murderous robots who occupy an endless series of vast mazes (50 different ones which then repeat). Rock Hardy and Ace



By Arc Developments

THALAMUS







YOU'RE ON YOUR OWN!

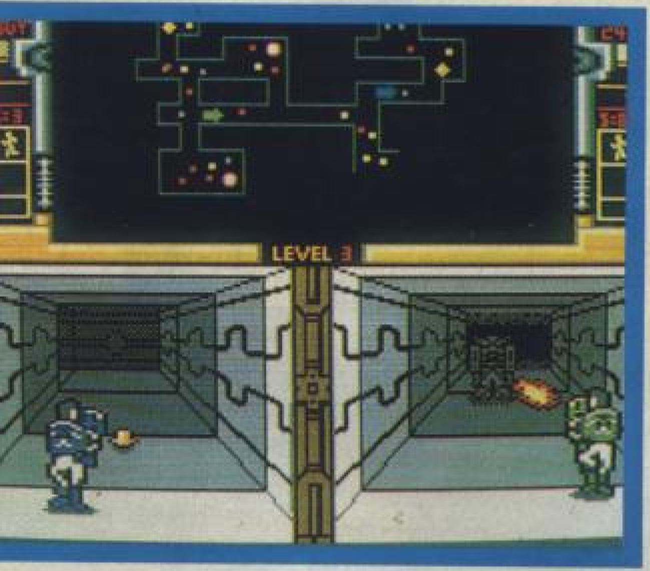
Your ship may be state-of-the-art — but can one small craft survive the mighty savagery of the Aalans?
You have no choice: you're the only survivor of Armalyte Force — destroyed on the fringes of Delta Space.
And if you don't eliminate the alien horde Earth will die.
Enter the forbidden zone — give 'em hell!
Armalyte is classic shoot-'em-up action on five stunning levels of annihilation galore — a brilliant blaster to knock others for six!

AMIGA and ATARI ST £25.99

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261



Gunn are sent in to sort them out, each with their own perspective on the 3-D action. Strangely enough between each level the robots have thoughtfully provided a shop where collected coins can be spent on extras such as better shields, slower energy loss and paralyser bombs. In fact the game itself seems semi-paralysed, with the characters moving sluggishly and rather oddly, while colour has been leached out to give a banal monochromatic view. Sound is sparse and playability is repetitive, even the option for players to shoot each other



can't save this dull product.

Back in Issue 54 *Xybots* clocked up a rating of 27%, making it second only to *Hard Drivin'* in the league of disappointing Tengen conversions (actually it's third worst, *Dragon Spirit* got 24% — Ed). Robin complained about a lack of gameplay variation with 'endlessly similar mazes' and Stu wondered why Domark bothered releasing it, although there was at least a 'recognizable version of the coin-op without multiload hassle.' At £3 it just about manages to maintain its old mark.

OVERALL 27%

LICENCE TO KILL

The Hit Squad, £2.99 (Rerelease)

Negotiations to flog off the 007 licence itself has put the 007 series in limbo, which for movie-goers is no bad thing with such drab movies as Licence. But as a computer game Licence is undoubtedly the best of a series which began with the dire *A View To A Kill* (36%, Issue 4), improved steadily through *Living Daylights* (57%, Issue 29) and *Live And Let Die* (70%, Issue 46%) but slumped badly after Licence with Spy Who Loved Me (38%, Issue 69).

The indifferent plot concerns Bond hunting the evil drug dealer Sanchez, but it allows for six varied levels crammed into a single load. Cleverly all levels use an overhead view, vertical scrolling perspective to save memory, but graphics and gameplay give a different feel for each. Level one has Bond at the controls of a helicopter pursuing a speeding jeep. Gun installations must be dodged or taken out along the way. The level ends with Bond being dropped off to take out the criminals on foot. This level is a tactical shoot-'em-up, where Bond weaves his way through obstacles while accurately picking off the baddies using a tricky, but super-accurate aiming system.

Sanchez continues to evade capture by escaping in an airplane; Bond gives chase in a helicopter. Before Sanchez can land in Cuba, Bond decides to hang out of the copter by a rope which he plans to loop around the plane's tail! Dumb idea, good gameplay.

Level four is a simplistic shoot-'em-up where a swimsuited Bond makes his way through hordes of divers and speedboats, picking up cocaine (evidence) and remembering to breathe! Level five continues from here with Bond water-skiing behind a plane, dodging rocks and buoys to pull himself aboard. And finally we have a tanker chase with Bond commandeering one of Sanchez's drug-smuggling juggernauts.

Robin was particularly impressed by so much being put into a single load: 'the first few levels may seem a little dull (graphically)' but 'sprite detail is very good' while 'variety and playability (will) keep you playing for some time.' Phil wasn't quite so enthusiastic: 'none of the levels are outstanding — the appeal of the game lies in the sheer number of levels, and once you've completed it you may not return to the game too often.'

At the new price any question marks over lastability disappear: it's tough, varied and fun with attractive, effective graphics and lots of gameplay variety. In short an essential purchase for 007 fans and recommended to shoot-'em-up fans generally.

OVERALL 80%

4 MOST ACTION

Alternative Software, £2.99 (Compilation)



The first game on this budget compilation is an ancient game from the short-lived Piranha. December '86 was a time when Spectrum ports were more common, and less frowned upon. The basic concept uses the isometric flickscreen 3-D so popular with Speccies but what sets it apart is that rather than simply pushing blocks around, Cobra is an attempt at a full-blown combat arcade adventure. Nuclear holocaust is threatened by a mad scientist who's started a program to fire off all the world's missiles. A crack commando squad is assembled to infiltrate the base, liberate eight scientists and blow up the enemy computer. After picking your four-man team the game begins. You can flick between your characters at will, each starts at a different position, but all are armed with sub-machine-guns and stun grenades. The enemy fortress is no push over though, with attack robots, locked doors and lifts controlled by special consoles.



In Issue 20 *Cobra* won 68%, despite the ominous conclusion; 'a nice idea which hasn't quite worked'. Five years on, the Spectrum graphics, minimalistic sound and tricky controls are even more disappointing, making for a poor first impression. However if you do persist the ability to kick in doors, crawl through tunnels and some interesting graphics mean it's not bad. The same certainly can't be said for Combat Zone, a vertically scrolling shoot-'em-up that countless homegrown SEUCK games could put to shame. With a limited screen area and green enemy bullets getting lost on mainly green backgrounds it's simply awful.



Gunboat is no better, a dodgy pseudo-3-D, horizontally scrolling shoot-'em-up. Your boat may have four different weapons to use, but you only get one life — and that's taken away by just two or three hits. The rotational control method makes things even more confusing and frustrating.

But the star player has to be Dead Or Alive, a single-screen



1987 release where you play a sheriff who has to shoot outlaws escaping from jail and robbing the bank. They shoot back, and there's a horse which periodically runs across the screen, but apart from terminal boredom the main threat is running out of ammo. The only way you can get more is by shooting someone, but if you've got no ammo you can't shoot anyone... Unbelievably simple, this is a contender for the most pathetic game of all time.

Apart from *Cobra* this compilation is useless unless you enjoy a good giggle at diabolical games. However since *Cobra* is included, and Phil likes it, the compilation has some gameplay value (albeit not as high as giggle value!).

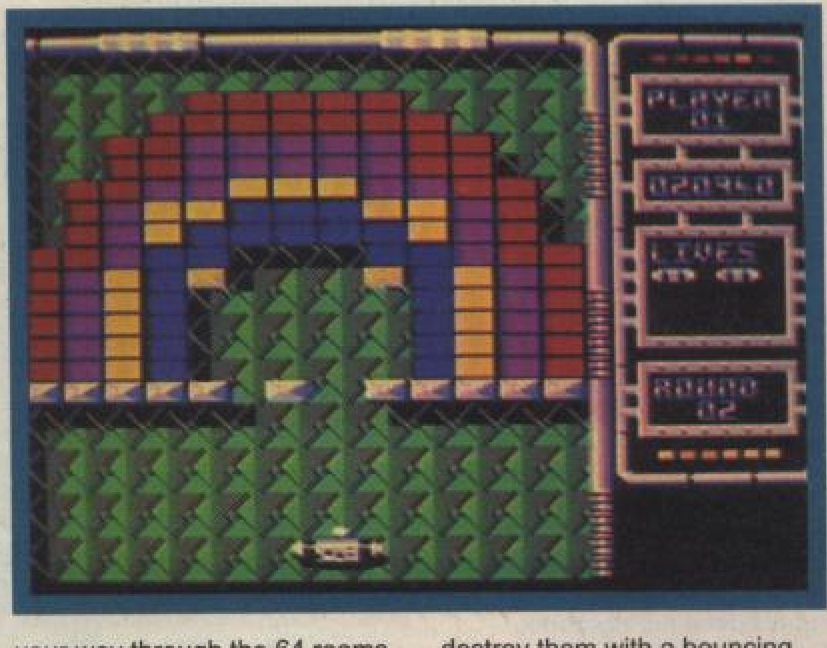
OVERALL 40%

REVENGE OF DOH (ARKANOID II)

The Hit Squad, £2.99

Way back in the mists of time there appeared a game called *Breakout*, an incredibly primitive game which most people were soon happy to forget about. But not Taito, they poured masses of new ideas into an Eighties rewrite and had such a big hit with Arkanoid a sequel was inevitable.

In Revenge you play the part of a brave warrior who must once again defeat the evil Doh. But four thousand years have passed since his last visit, plenty of time for him to find and use a huge alien spacecraft called Zarg as his base. In your improved Vaus II fighter craft you must fight your way through the 64 rooms that make up Zarg and finally face Doh one-on-one.



Each room is filled with differing formations of multicoloured blocks, and the aim of the game (as if you didn't know) is to destroy them with a bouncing energy bolt. There are hazards, however (typical): some of the blocks are indestructible, others take several hits to destroy and all the while alien creatures roam the screen and cause problems. Help is at hand in the shape of capsules that occasionally drop with the destruction of certain blocks. These include lasers, larger or smaller Vaus craft, extra lives, increased bolts and a special capsule that bestows a random power-up.

The ZZAP team in Issue 37 said that this was the best *Breakout* variant they had seen, and gave it 89%, but three years on I can't say that *Revenge Of Doh* particularly excited me. Over the years too many of these variants have appeared and so now it needs something pretty darn innovative to break the ice. The biggest pain in the posterior is the controls — it's difficult to play this game with joystick or keyboard; you really need a Commodore mouse. Nonetheless, if you didn't buy *Revenge Of Doh* the first time round it's certainly worth considering on budget.

OVERALL 74%



WORLD GAMES

Kixx, £4.99 disk (Rerelease)

As the name implies, *World Games* takes up to four players across the world to participate in eight gruelling events.

After inputting their names and nationalities, the competitors are transported firstly to Russia to do some strenuous weightlifting. There are two lift types, 'snatch' and 'clean and jerk'. It's then onto one of Germany's frozen lakes to take part in the Barrel Jumping, but watch you don't break the ice.

If you are a budding Greg Louganis, the Cliff Diving in Mexico may be your cup of tea — smashing into the rocks can give you a real headache! Or if you prefer snow, the Slalom Skiing in France comes next, followed closely by Log Rolling in Canada.

We're into the final straight with the last few events, which are Bull Riding in the good ol' US of A, telegraph pole... sorry, Caber Tossing in Scotland and tea towel-wearing Sumo Wrestling in Japan. Of course the rewards for winning are as many 'gongs' as you can carry and a place in the record books.

Way back in Issue 19, World Games received the highest ever mark ever awarded in ZZAP!: an amazing 98%. In fact, the reviewers almost ran out of superlatives describing it. Paul Sumner enthused, 'All the events have a real sporty feel to them which makes them immediately addictive,' while Gary Penn 'could go on for ages describing the numerous humorous aspects of this game.'

Kixx are very late rereleasing the disk version — there can't be many people who don't already own it by now. But if you are one of those unfortunate souls, buy it immediately (if not sooner) because it really is one of the best sporting sims around (despite its age). The graphical detail is as near to faultless as you are likely to see and some of the animated sequences really are hilariously funny. Phil loves it so much he chose it as his game in this issue's inter-magazine challenge!

OVERALL 90%

GRYZOR

The Hit Squad, £2.99

Earth's future isn't a very bright one according to *Gryzor*, apparently a race of aliens called the Durrs (they sound a bit thick to me) have infiltrated the earth's defences and built strongholds in uninhabited areas. They have also assembled an Atmosphere-Processing Plant which allows them to control the planet's weather conditions, indeed they plan to use it to create another ice age. Not the ideal scenario you must admit, so the powers that be have brought in the FEDs (Federation Of Earth Defences), and it is you as

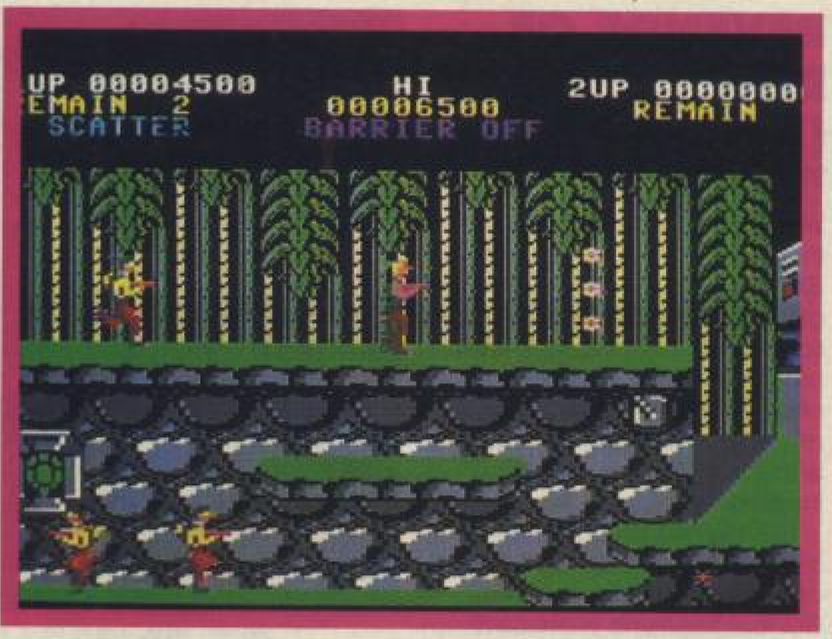
Lance Gryzor who must infiltrate the Durr stronghold and destroy the APP. The game is split into three sections, in the first two you must destroy the outposts set up by the Durrs, whilst the third takes you into the APP.

You start off with a low-powered rifle, but by shooting the weapons carriers (glowing jewel shaped containers) and collecting the red sphere you could be the proud owner of a super-powered weapon (any lewd remarks by Phil will result in a black eye). Of course the obligatory enemy forces are on your tail, and this is what annoyed me greatly about *Gryzor*: it's initially too tough. Game after game I was stuck on the first section and I can tell you this is very frustrating, though the fact that I persevered says a lot for the game I suppose.

I've never played the arcade parent but I'm assured that this is pretty close. In Issue 38, the game earned 86% with Gordon commenting, 'The programmers have managed to capture the spirit of the arcade original.' Paul Glancey found, 'The graphics aren't bad and sound is pretty mediocre but the gameplay is addictive to the point of obsession.

Overall then, *Gryzor* is worth a budget tag, but only if you aren't as short-fused as Mr Gryzor!

OVERALL 76%



COMING SOON!

● You ain't seen nothin' yet, b-b-b-baby you just ain't seen n-nothin' yet! Coming to you in the next megafabbobrilltastic issue of **ZZAP!**...

● **Only in ZZAP!** — the full story behind US Gold's latest stunning coin-op conversion — **Alien Storm**. This Sega hotshot is a sci-fi stunner with which crosses *Golden Axe* with *Op Wolf*!

● **A 16-page Tips Booklet** with handy hints, cheats and pokes for all your fave games. And even more cheatin' in the Welshman's Pig in a Poke — but don't tell Blodders!

● Another marvellous Megatape with great games and demos of the latest releases. It'll also come in its own box so you won't have to nick another one off your little sister's **EMF** tapes (she must be getting suspicious by now!).

● **An EXCLUSIVE IN-DEPTH PREVIEW** of ***Winter Camp!*** — Thalamus's brilliant follow-up to ***Summer Camp*** featuring Maximus Mouse.

● The return of the **Vim-snorting Scorelord** after a short break this ish (he needed one after the Challenge!) — keep sending in those scores!

● Plus, of course, all your favourite regulars like the Rrap, Pig in a Poke, Budget Blitz, Stuff, Previews, reviews and several dessertspoonfuls of wackiness and semolina pudding!

● More reviews than any other mag, mad programmers permiting expect the full low down on ***Hydra***, ***RBI***, ***Escape From Colditz***, ***The Famous Five on Treasure Island***, ***HeroQuest***, ***Extreme***, ***Toki***, ***Exile***, ***Lone Wolf*** and lots more besides. For the most comprehensive reviews in the land read **ZZAP!**

● Don't miss it, stick this date in your diary: **June 13th**. When this day arrives, you'll know to get up at 5am, rush straight down to your local newsagent and buy **ZZAP! Issue 75** before they're all sold out.

● Alternatively, to avoid disappointment, why not fill in this handy little form and give it to your newsagent (the form)?

Dear Newsagent, I would be 'over the moon' if you would reserve my copy of **ZZAP! 64** every month, starting with the July issue — on sale, June 13th. Ta very much, mate.
MY NAME...
MY ADDRESS...
....
....
....
MY FAVOURITE PUDDING............................

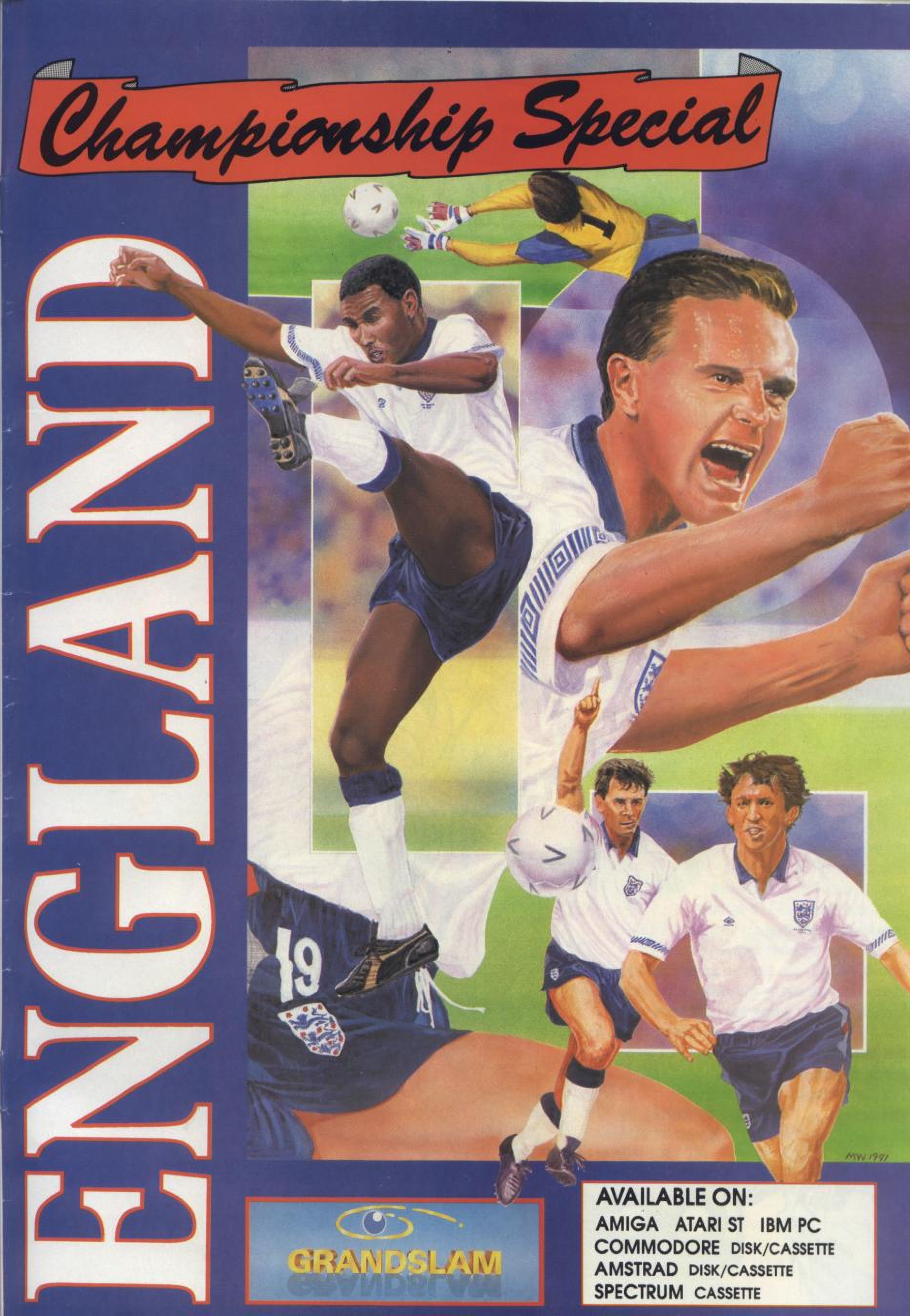
WHO DUZ WOT

editor
stuart wynne
sub-editor
phil king
staff writers
robin hogg
lloyd mangram
think tank contributor
boris myashirov
production and circulation director
jonathan rignall
art editor
mark kendrick
system supervisor
ian chubb
production supervisor
matthew uffindell
reprographics
tim morris
rob millichamp
robb 'the rev' hamilton
jenny reddard
photography
michael parkinson
editorial director
oliver frey
group advertisement manager
judith (barmy) bamford
advertisement sales executive
justine pritchard
advertisement production supervisor
jackie morris
advertisement production assistant
jo lewis
mail order
carol kinsey
all departments
newsfield ltd
zzap!
ludlow
shropshire
sy8 1jw
☎ (0584) 875851
designed and produced using apple macintosh ii computers running quark xpress and adobe illustrator 88, with system support from digital print reprographics, wirral business centre, merseyside.
colour origination
scan studios
islington green
london n1
printing
bpcc business magazines (carlisle) ltd
distribution
comag
tavistock road
west drayton
middlesex

issn 0954-867x

cover by
oli frey
uk subscriptions and back issues enquiries
caroline edwards (subscriptions) and pat davies (back issues), newsfield ltd, ludlow shropshire sy8 1jw. tel: 0584 875851. fax:0584 876044.
us/canada subscriptions and back issues enquiries
barry hatcher, british magazine distributors ltd, 598 durham crescent, unit 14, woodstock, ontario n4s 5x3, canada. tel: 519 421 1285. fax: 519 421 1873.
yearly subscription rates: us $65, canada can$75.

competition rules
the editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. we'll do our very best to despatch prizes as soon as possible after the closing date. winners' names will appear in a later issue of zzap!. no correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). no person who has any relationship, no matter how remote, to anyone who works for either newsfield or any of the companies offering prizes, may enter one of our competitions — and that includes Fuzzies.


Championship Special
ENGLAND
GRANDSLAM
AVAILABLE ON:
AMIGA ATARI ST IBM PC
COMMODORE DISK/CASSETTE
AMSTRAD DISK/CASSETTE
SPECTRUM CASSETTE


GO WILD!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633. FAX 061-834 0650
SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA
AVAILABLE